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4

APRIL 1992 £1.95

MEGA TECH

MEGADRIVE HYPER GAMING TECHNIQUE

REVIEWED INSIDE:

- WARSONG
- ART ALIVE!
- TURBO OUTRUN
- ALISIA DRAGOON
- WONDERBOY IN MONSTERLAND
- BUCK ROGERS
- KID CHAMELEON
- RINGS OF POWER

UH-OH!! IT'S THE RIPPER!

VIRGIN'S CORPORATION– A MEGADRIVE MONSTER HIT?

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BIG prizes to be won on the MegaTech Hyperlines!

We're giving away more prizes than you could safely shake a joypad at, and as if that wasn't enough, there's a helpline packed with cheats for the latest games. All this is available just by dialing a single number, then choosing the line you want. It couldn't be easier, so get on the blower - NOW!

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ON LINE ONE we're giving away one of these incredible new gadgets which are poised to revolutionise the world of Megadrive games!

Why is everyone so excited about Mega-CD? Because one CD can hold up to 660 times more graphics, sound and action than a normal 8-megabit cartridge and on top of that the machine contains additional graphics and sound processors which provide your Megadrive with spiffy sprite-scaling and rotation facilities and high-quality 8-channel PCM sound! And as if that wasn't enough, because the games come on CD they incorporate orchestrally-recorded soundtracks!

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● THE HYPER TECHNIQUE LINE!

ON LINE FOUR Fear not adventurer, for the Hyper Technique Line is here! Stuffed to its very sizeable brim with cheats and tips for the all the latest games, it's your chance to get a load of the stuff we'll be printing in the next issue's Technique Zone - more than a month early! So what are you waiting for?

Calls are charged at 36p per minute off peak, and 48p per minute at peak times.If you're under 18 make sure you OK things with whoever pays the 'phone bill before you call. Thank you so much.

HYPERLINES

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AMAZING GRACE BY THE PIPES AND DRUMS AND MILITARY BAND OF THE ROYAL SCOTS DRAGOON GUARDS (ON THE RCA LABEL)

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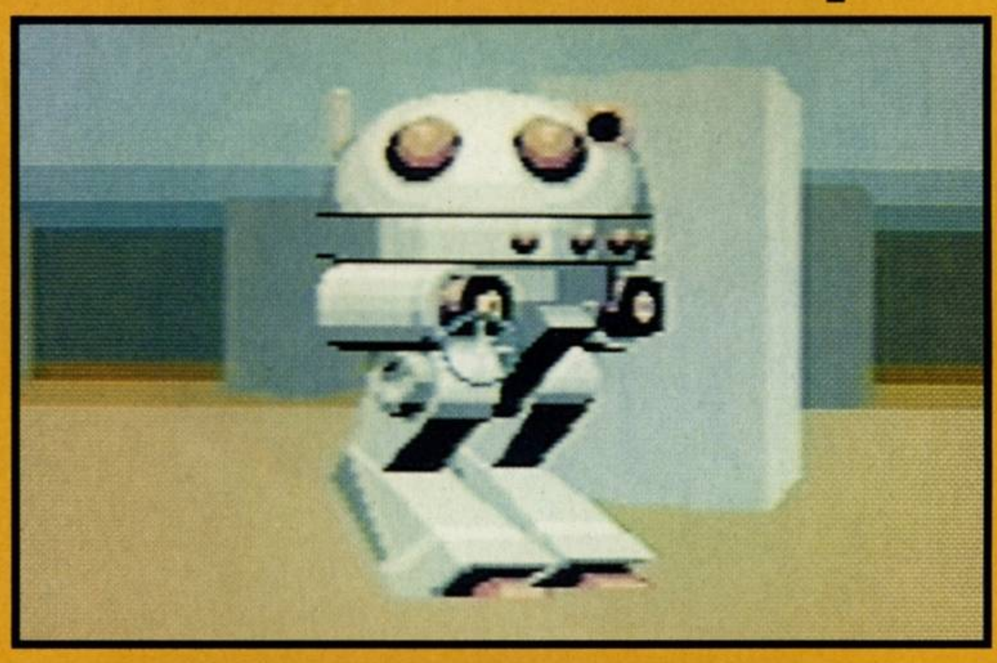

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MEGATECH 5 OUT APRIL 20!

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NEWS

et tu Brutus?

CAN AMBITION OF CAESAR II SUCCEED WHERE THE FIRST ONE FAILED?

Anyone remember the tedious Micronet game, *Ambition of Caesar*? Well, hold onto your plumed helmets, because there's a follow up on the way.

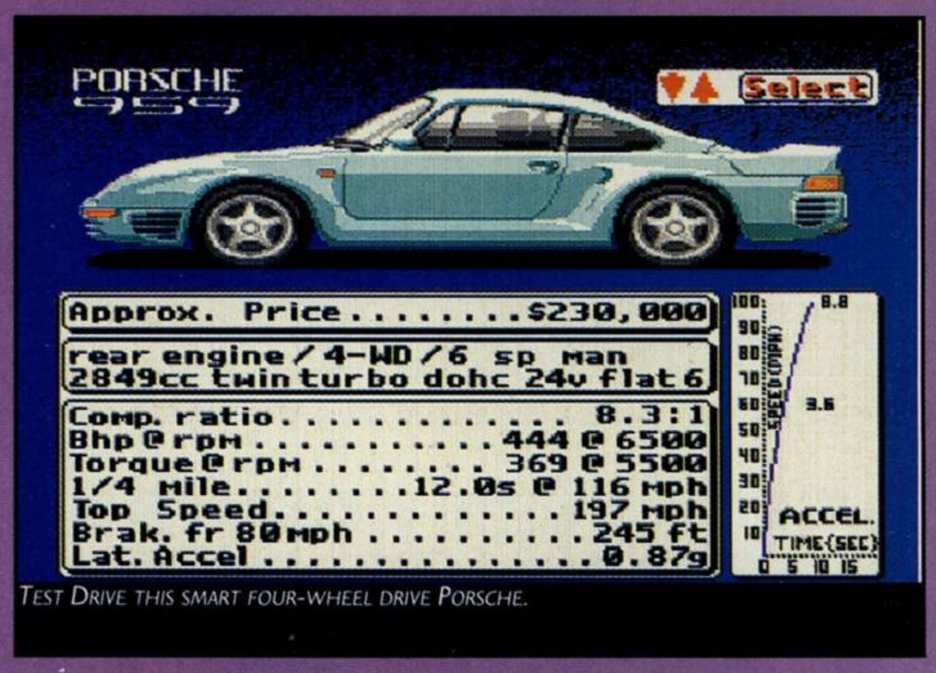
The object of *Ambition of Caesar II* will be similar to the first game, ie build a big army, invade Europe and North Africa, and enslave as many of the lesser races as possible. Apparently the game play has been updated in order to kick out the high levels of boredom that featured in the original and the graphics have also undergone a revamp so you can now witness your empire growing in isometric perspective. This 8 M-Bit cartridge should be appearing in the summer.

ungodly behaviour

On its way to the Megadrive is the smash-hit Amiga game, *Gods*. Greek myths are the inspiration for this platforms and puzzles game in which you have to guide your hero through a number of levels, finding objects, opening doors and slicing up monsters.The original version was programmed in good old Blighty by The Bitmap Brothers (the team behind Xenon 2), and it's another British programming team who have just started work on the conversion which should be released early next year.

WILL GODS BE A RELIGIOUS EXPERIENCE?

VROOM! NEEOW! ETC...

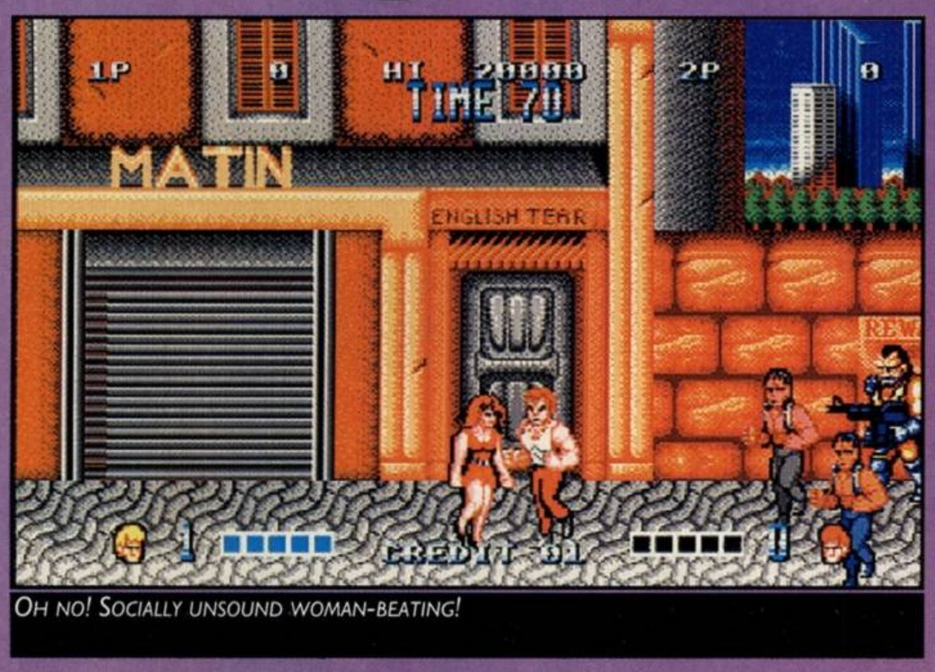


TEST DRIVE THIS SMART FOUR-WHEEL DRIVE PORSCHE.

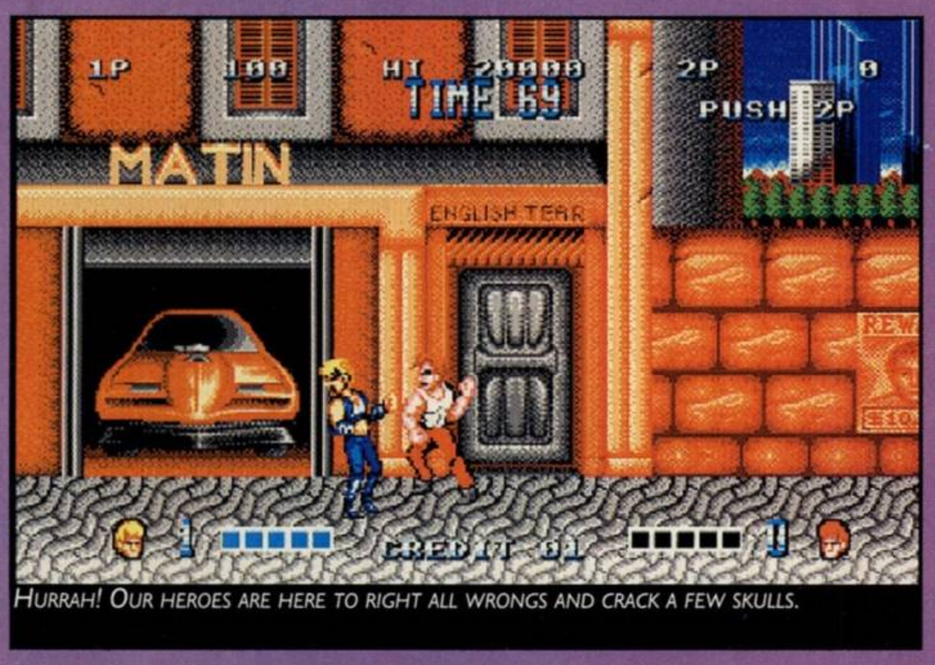
Coming soon from Ballistic is *Test Drive 2*, a conversion of Accolade's Amiga driving sim. What makes this game different from the rest is the fact that it allows you to 'test drive' three of the world's toppest sports cars, a Porsche 959 (with four-wheel drive!), a Ferrari F40 and a Lambourghini Diablo, around the highways of the world. The object is to outrun a computer speedster who is also on the road, while avoiding the unwelcome attention of Smokey The Bear (that's the Highway Patrol). Ordinarily, this sort of pursuit would cost you about £90,000 (not including fuel bills), but Test Drive 2 will enable you to cruise the highways from March 18th with an initial outlay of only £34.99. What a bargain–or is it? Find out in the review next ish.

YOU HAVE TO BE CAREFUL NOT TO RIGHT YOURSELF OFF WITH THE CAR.

re-enter the dragon!



OH NO! SOCIALLY UNSOUND WOMAN-BEATING!



HURRAH! OUR HEROES ARE HERE TO RIGHT ALL WRONGS AND CRACK A FEW SKULLS.

Following in the wake of PalSoft's awful *Double Dragon 2* (39% rated, MegaTech 3), is Ballistic's conversion of the original *Double Dragon*. In the game, heroic fist-fighting martial artist types, Billy and Jimmy Lee are out to rescue Billy's girlfriend from the clutches of the evil gang who grabbed her in the intro sequence. A stack of two-player beat 'em up action ensues which is actually very close to the coin-op, from what we've seen. It's due for release on the 29th of April, priced £29.99.

Also coming soon from Ballistic is a conversion of that minor arcade hit, *Super Off-Road*, a racing game in which large trucks speed around rough and bumpy tracks for big money. The arcade version was a riot of fun and laughs, and Ballistic claim that the conversion, which is out on 18th March at £29.99, is 'true to the original'. We'll be testing that claim next month so join us then for the full story.

manga! manga!

'Manga' (in case you didn't know) is the Japanese word for 'comic', but it's also the name of a new video label devoted to Japanese animated films. Island World Communications, who brought *Akira* to British punters, are launching the range in March with *Fist Of The North Star* (RRP £12.99), which, interestingly enough, formed the basis for the Megadrive game, Last Battle.

Fortunately, the film is much better than the game. It's a story of major violence in a post-holocaust world of mutant humans who get rid of their enemies by slicing off their arms, then making their heads explode! Not surprisingly, the video has been given an 18 certificate.

Island World Video are planning to release a further six videos in the Manga range this year, and they will be (in no particular order) *3x3 Eyes* (also a forthcoming Mega-CD game, incidentally), *Legend Of The Overfiend*, *Three Dominions–Tank Police*, *Legend Of The Four Kings*, *Project AKO* and *Crystal Triangle*. Watch out for more news in MegaTech soon.

EA SPOT THE SHOT COMPO CHAPTER 2.

Want to win the EA game you've always wanted, but the cruel hand of fate has always prevented you from buying it? Well, all you have to do is let us know which game you think this hacked-down screenshot was taken from, and if your name is pulled out of Paul Glancey's magic brown satchel (it's not really magic readers–PG), you could win the EA game of your choice.

Write your answer on the back of a postcard or sealed envelope, along with your name and address and choice of game if you win, then post it to: The Electronic Arts Spot The Shot Challenge (April), MegaTech, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Your entry must reach us before before April 27th, otherwise we'll introduce it to Mr Bin.

WINNERS!

At last! Here's the news you've been waiting for, the results of our Mega-CD competitions!

The winners from issue one are...
MEGA-CD Neil McDonald, Doncaster
PHILIPS CM8833 MONITOR Alan Roach, Kingston on Thames
£200'S WORTH OF GAMES George Newton, Hull

And Issue two's winners are...
MEGA-CD Tony Thackeray Manchester
PHILIPS CM8833 MONITOR Simon Watson, Cardiff
£200'S WORTH OF GAMES Neil Frampton, Carlisle

Keep your eyes peeled next month for the winners of the issue three's Hyperlines as well as the Spot The Shot and Desert Strike Video competitions.

ONCE YOU'VE COLLECTED THREE PIECES OF EVIDENCE AND IDENTIFIED THE SUSPECT, DISPATCH A CAPTURE ROBOT TO CATCH YOUR CRIMINAL.

WHERE TO NEXT? THE TIME-LINES SHOW THE PERIODS AND LOCATIONS YOUR INVESTIGATION COULD TAKE YOU TO NEXT.

A CLUE MENTIONING JUAREZ SHOULD LEAD YOU TO 19TH CENTURY MEXICO, IF YOU USE THE ENCYCLOPEDIA INCLUDED WITH THE GAME.

THE DETECTIVE AGENCY'S HQ IS IN SAN FRANCISCO. THIS IS WHERE YOU RETURN TO BE GIVEN YOUR NEXT PERILOUS ASSIGNMENT.

CARMEN'S GANG HAVE LEFT A NASTY SURPRISE FOR THIS UNWARY TIME DETECTIVE. STILL, THAT MEANS THEY'RE AROUND HERE SOMEWHERE.

who in the world is carmen sandiego?

Sit up straight and pay attention! Electronic Arts' showed their first educational Megadrive game to Paul Glancey (a problem student if ever there was one) then told him to stay behind after work and write 100 lines about it.

Someone (an American marketing expert I'll bet) has invented a new buzz-word, 'Edutainment', which, of course, is a compaction of 'education' and 'entertainment' and it's being applied to any type of game which teaches the player while he's having fun.

Of course, this concept isn't new, even in the field of video games. Educational video games died a death in Britain in the eighties, but over in The States progressive parents have kept them alive long enough for them to make the move from PC to console. Electronic Arts have converted one of the most successful 'edutainment' packages onto an 8M-Bit Megadrive cartridge and they'll be releasing it in mid-April, priced £49.99.

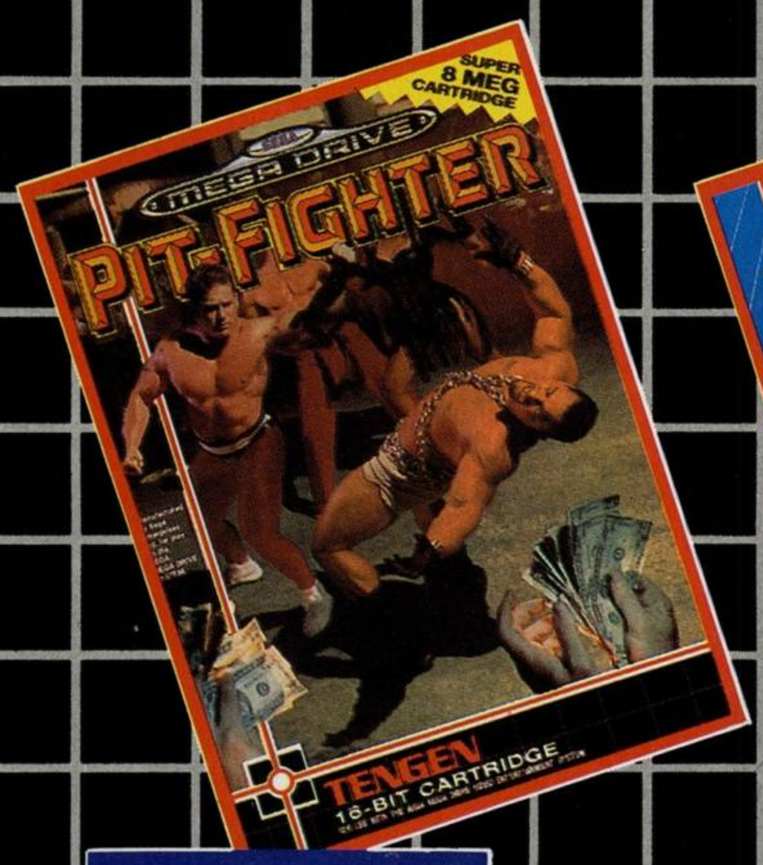
In Where In Time Is Carmen Sandiego? the player is cast as a time-traveling detective, out to capture time-terrorist Carmen Sandiego and her gang. The miscreants have journeyed back to various past eras and countries where they are changing the course of history to suit their own nefarious ends. What the player has to do is piece together clues as to the location and period of time the baddie is holed up in, collect at least three pieces of evidence to identify them, then catch them and take them back to the future.

The laudable bit (from an educational point of view) is that the game actually encourages the player to solve the clues by using an encyclopedia to look up and cross-reference names, places, history or objects. Even more laudable is EA's decision to include a free copy of the New American Desk Encyclopedia in the package.

Originally from US software house, Broderbund, Where In Time Is Carmen Sandiego? is just one of a series EA hopes to convert to console. Whether we ever see the others on the Megadrive depends on the success of this first title and if you want to know how good that is you'll just have to wait for the full review in the next issue of MegaTech.

BONE CRUNCHIN' TILE FLIPPIN'
PAPER THROWIN' HARD DRIVIN'
GHOST GOBBLIN', SEGA PLAYIN'...!

SEGA
MEGA DRIVE



DOMARK

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TENGEN

Corporation

8–m bit

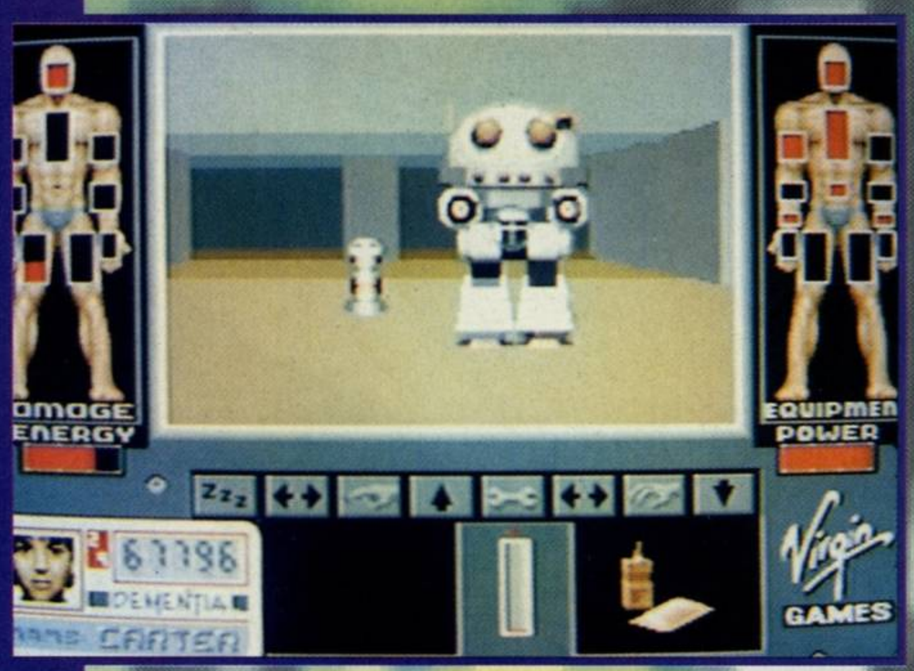
by: virgin

release: june

price: tba

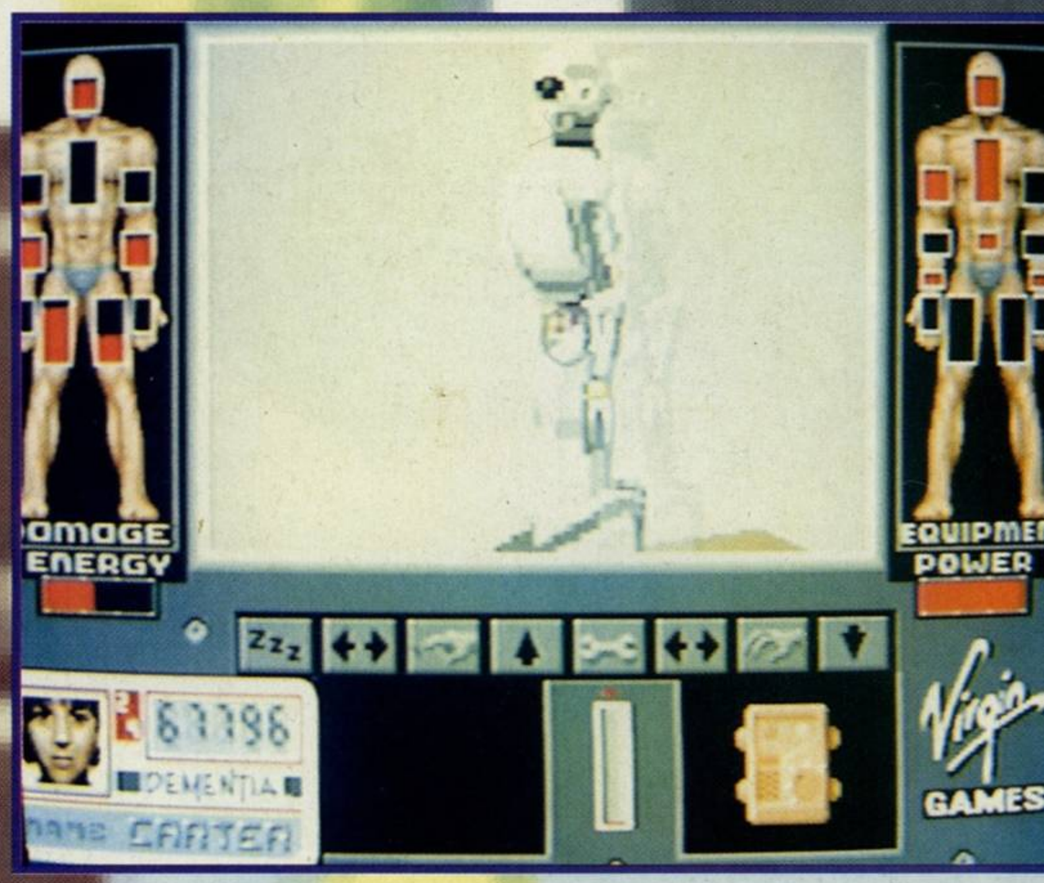
Soon to debut on the Megadrive is Virgin's action RPG, Corporation. Derby-based Core Design were the people behind the original Amiga game and they have just about finished work on the Megadrive conversion which MegaTech's youthful Adonis, Mark Patterson, here investigates...

Corporation is set on Earth of the near future, where most homes have a robot servant and industry is totally automated. One company, UCC, controls most of the world's robot production and consequently they're the largest company on the planet, employing millions, and keeping many a government in their pockets. Behind the façade of the all-caring consumer corporation there are some very dodgy goings-on indeed...



Deep in the research vaults of the UCC building, scientists are working on highly illegal genetic mutants, hybrids of animals and robots which they plan to sell to the armed forces of the highest bidder. The word on the street is that the UCC engineers are close to perfecting their ultimate weapon, codenamed 'The Ripper', and before they can complete their work you, as a kind of high-tech James Bond, have to infiltrate their headquarters and recover one of the hybrid embryos to expose their clandestine activities.

The building has sixteen floors, six above ground and ten sub-basement vaults where the really dangerous stuff goes on. As you'd expect, security down there is pretty tight. There are surveillance cameras at the end of every corridor and invisible security beams ready to catch the unwary espionager in the act. UCC don't employ security guards because they let the mutants out of an evening so that they can roam around and tear any intruders limb from limb.



Q-branch

Before you set about your embryonic retrievals, you have to select your agent from a list of six, two women, two men and two androids. Each excels in certain areas, such as weapons or electronics, but is not so hot in others, so you have to base your game strategy around the strengths of your character. When you've chosen your guise you have to equip your agent.

Computer: Shows a map of the floor you're on.

Stun grenades: Temporarily paralyses all organic enemies.

Explosive grenades: Damages everything in range (including you).

Power pack: Reserve battery pack.

Electronic lock pick: Cracks codes on doors.

Jet pack: Take to the skies, and smack your head on the ceiling.

Gas mask: Protects you from nerve gas attacks.

Face mask: Low grade gas mask

Visor: Combined image intensifier, infrared sights, and thermal view.

Drink: Tops up your energy.

Bionic arm: Increases damage in hand to hand combat.

Bionic leg: Speeds you up Same as the arm, but for your leg.

Impressive though this array is, you can only carry a limited amount of equipment. Most of the essentials can be bought before the start of the mission and you can top up your supplies by tracking down items inside the UCC building. Human characters require medical kits and glucose drinks to tide them over, while the androids need spare micro chips to repair any damage they suffers.

Select your agent from the list of six. As a point of interest, the face in the top left of the screen rotates in a very smart way.

Power hungry

With all these high tech gadgets, your main enemy is the dreaded flat battery. If your power runs down your suit computer stops functioning, your gun can't be recharged and none of your gizmos will work. Worst of all, if you have the battle armour which is electrically powered, it seizes up and there's nothing you can do except hang around and wait for the UCC guards to capture you.

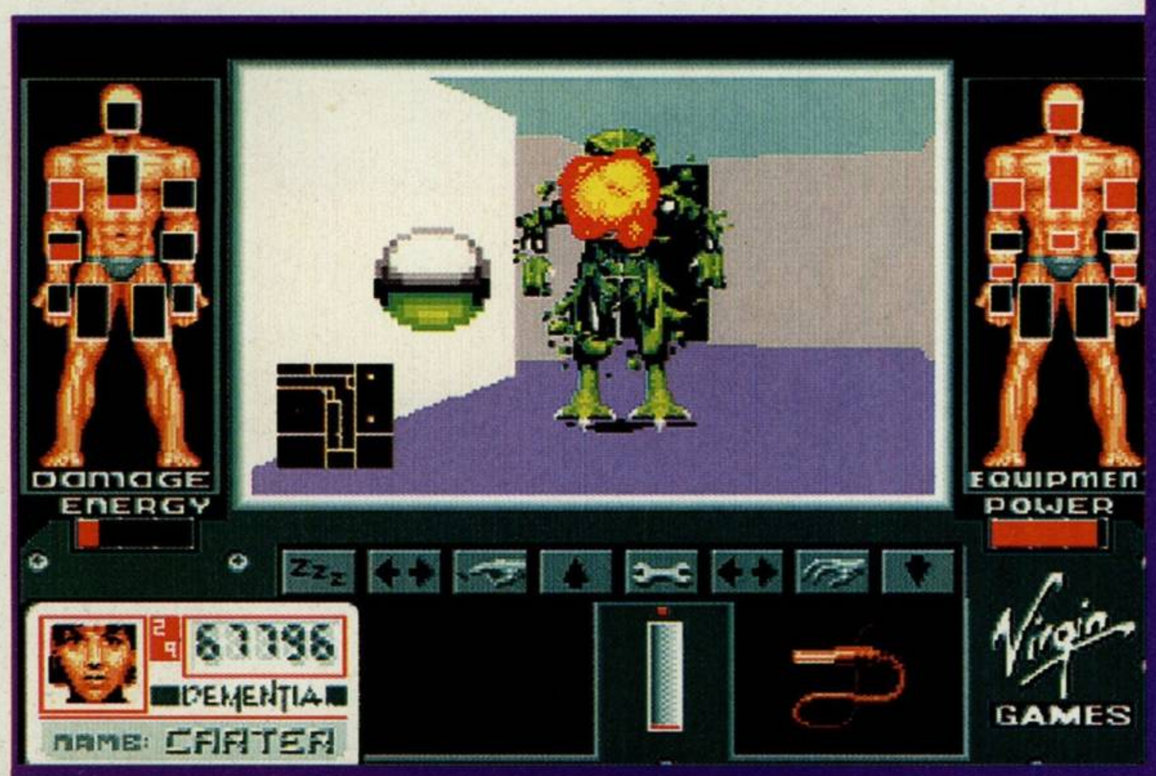
If you've triggered any alarms you can deactivate them here. Selecting the power cable from your inventory recharges your suit power.

Fortunately your suit comes with a power cable, and all you have to do is plug into a computer terminal and draw off its power. You can also upgrade your security card at these terminals, so you can access otherwise restricted areas.

Charge your gun by selecting it, then ativating the power cable to transfer some of your suit's energy to it.

creepshow

Unless you're supremely careful, you're going to run into some of the various types of security guards, who are more than unfriendly. The first level features three types, including an ED-209 rip-off that comes complete with a metallic grinding noise when it turns to face you. Later on you can expect to come face to face with some of the creations that you're trying to expose. To begin with, a well placed shot puts paid to them, but after a while you encounter titanium-armoured hybrids which can only be damaged by high explosives.

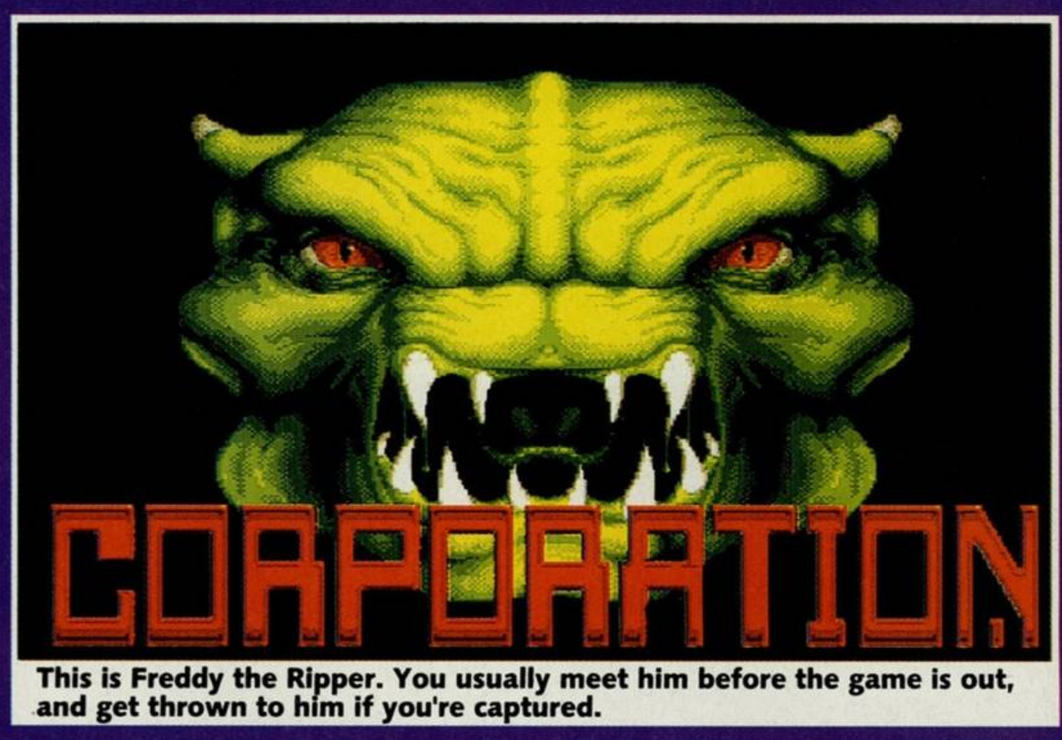


This guy may look ferocious, but all it takes is a couple of shots and its green flesh falls from its metal endoskeleton.

On the ceilings are cameras and motion detectors which have to be shot out if you want to to remain undetected. As you progress though, the traps become more fiendish and you end up facing hidden pressure pads and infrared beams that can only be seen through your special secret-agent type goggles.

Top: ED-209 guards the security console. You're going to have to deal with him to progress.

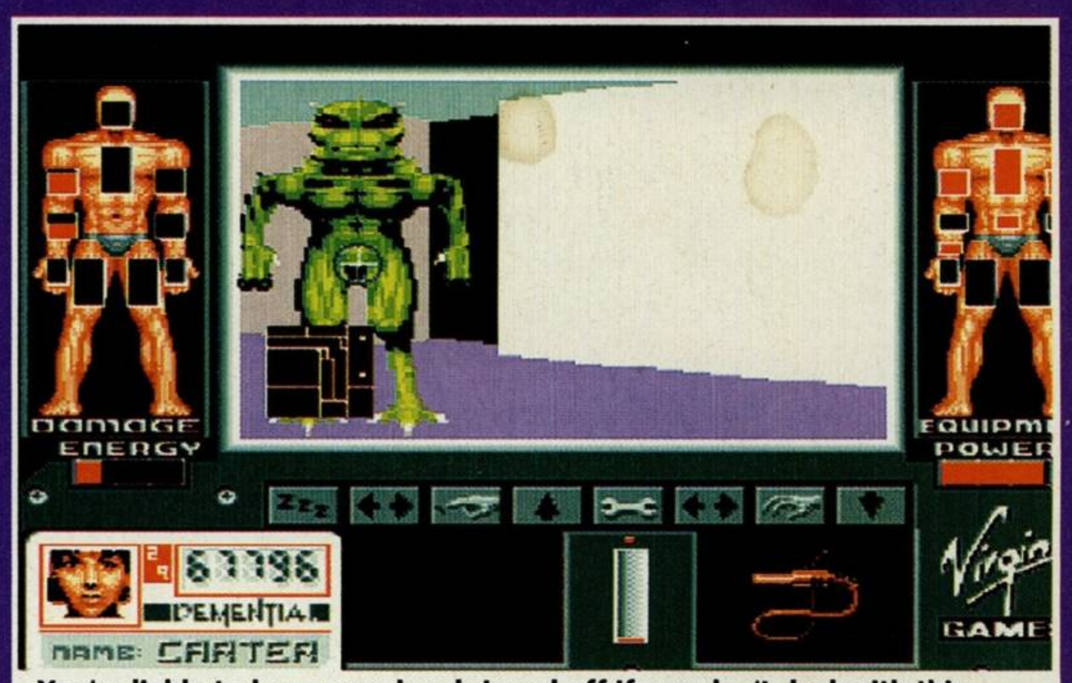
expansive graphics



This is Freddy the Ripper. You usually meet him before the game is out, and get thrown to him if you're captured.

The graphics are made up from a combination of vectors, for the walls and doors, and sprites for the scenery and nasties. Because of the 3D effect, sprite expansion routines are used. This kind of thing is normally found in racing games such as Super Monaco GP and Outrun, where the graphics are enlarged as they come towards you to give the impression of motion.

That harmless-looking lump is an infrared security device. Use the goggles to detect its beam.



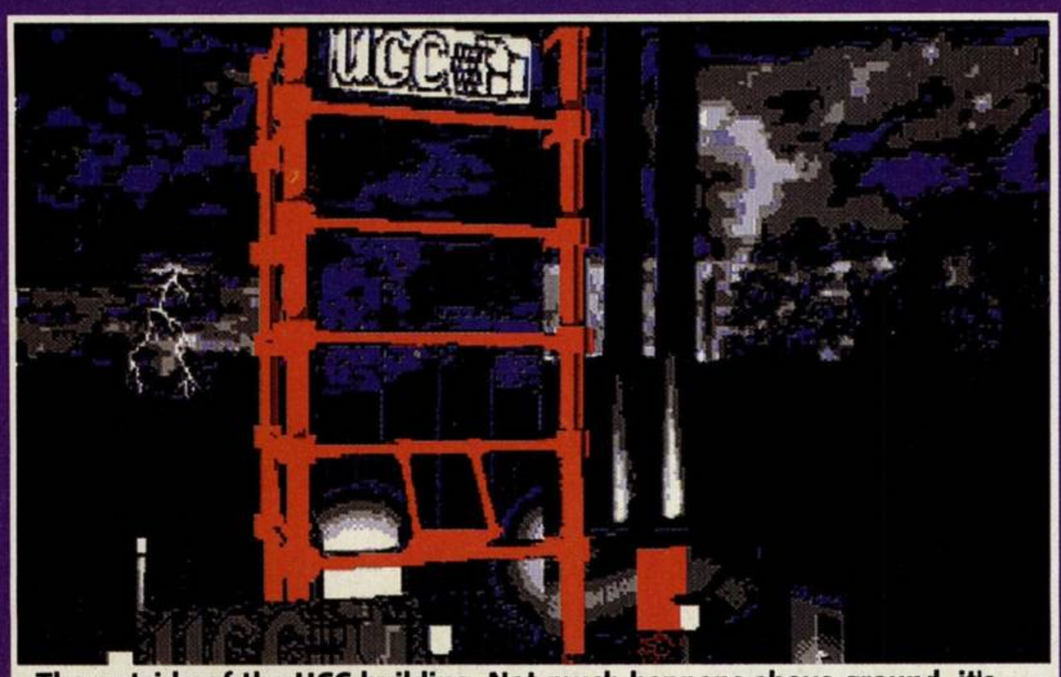
You're liable to have your head ripped off if you don't deal with this creature quickly.

This is one of the four human characters. They're weaker than androids, but have some psychic abilities.

elevator action

One of the keys to completing Corporation is being able to use the lifts. Unlike your usual elevator (such as the one in our offices), these work, and have special security access slots, which require a pass card to let you reach certain levels. You're only allowed to travel to two floors to begin with, so you have to find the security terminals and update your pass card. Your mission starts on the top floor of the UCC building, with your objective being to reach the sub-levels, where the embryos are stored.

The elevator controls require your pass card to operate. You have to upgrade your security clearance first, though.

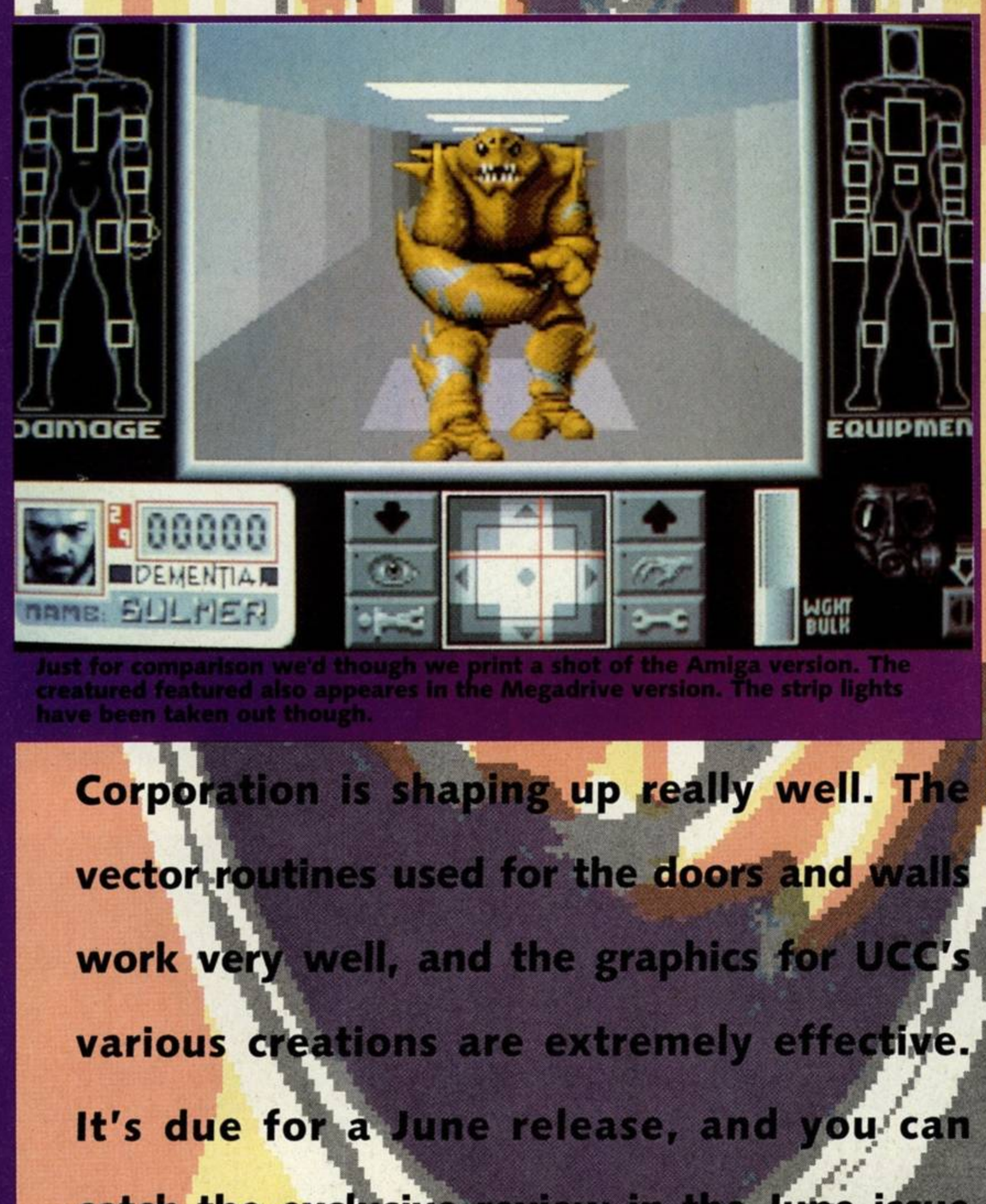


The outside of the UCC building. Not much happens above ground, it's the sub-levels you should be heading for.

the conversion process

The control system, which was originally designed to work with a mouse on the Amiga version, has been translated very well. Hitting the start button brings up a cursor which can be used to click on the bank of icons which reside below the main display. The crosshair which is used for aiming the gun automatically targets on the nearest object or creature, so that potential control cock-up that has been eliminated.

You can usually get a few shots in before the robot sentries target on you.



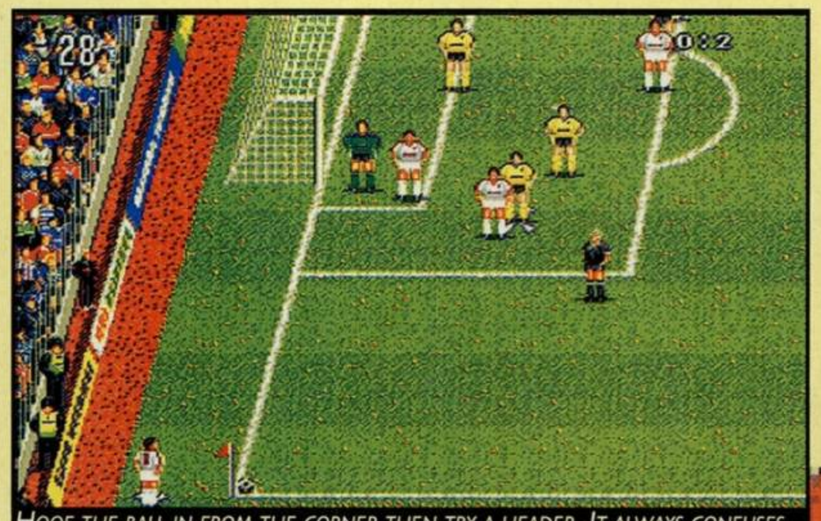
Just for comparison we'd though we print a shot of the Amiga version. The creatured featured also appeares in the Megadrive version. The strip lights have been taken out though.

Corporation is shaping up really well. The vector routines used for the doors and walls work very well, and the graphics for UCC's various creations are extremely effective. It's due for a June release, and you can catch the exclusive review in the June issue of MegaTech.

into Virgin territory...

After fully exploring the Corporation (on pages 10-13, if you missed it) , Miniature Mark Patterson ventured onward into the future, where Virgin's PR Lady was able to show him dim visions of the Megadrive delights and fancies which were to come. Dazed and a little bruised, Patterson was returned to the present and reported the facts in the following matter-of-fact manner...

euro club soccer



HOOF THE BALL IN FROM THE CORNER THEN TRY A HEADER. IT ALWAYS CONFUSES THE HELL OUT OF THE GOALIE.

SAINT - HE LOOKS ABSOLUTELY KNACKERED JIM.
GREAVSIE - OI OI, UP THE SPURS LUV A DUCK, MY MONEY'S ON THE WINNERS.

AS MOST COMMENTATORS SAY WHEN A STARS SPANGS A BALL WIDE, 'HE MUST OF HIT A BOBBLE BRIAN'.

OOPS, A BIT OF A DRUBBING WE THINK.

Using Krisalis' top-selling home computer game Manchester United Europe as its basis, is Euro Club Soccer, Virgin's addition to the Megadrive's puny collection of soccer sims (which are all a bit duff anyway).

The screen shows a good, old fashioned grandstand view of the pitch from where you have to guide your brave lads to victory. As usual, your joypad controls the player nearest the ball, with the A button being used to pass and B to head and shoot. The goal keepers are computer controlled so the only goal-mouth action you have to worry about is guiding your defenders. There's a two-player head to head option, but alas there's no facility for both players to participate on the same side.

The action centres on the European Cup, Cup Winners' Cup, UEFA Cup and the fictional European Super Cup, which for some reason is played in Japan rather than Europe. You can participate with up to sixteen human players, choosing your team from a list of 170 top Euro clubs. If you don't have the stamina to get all the way through to the finals, you'll no doubt be pleased to hear that the cartridge is equipped with battery back-up for seven saved games.

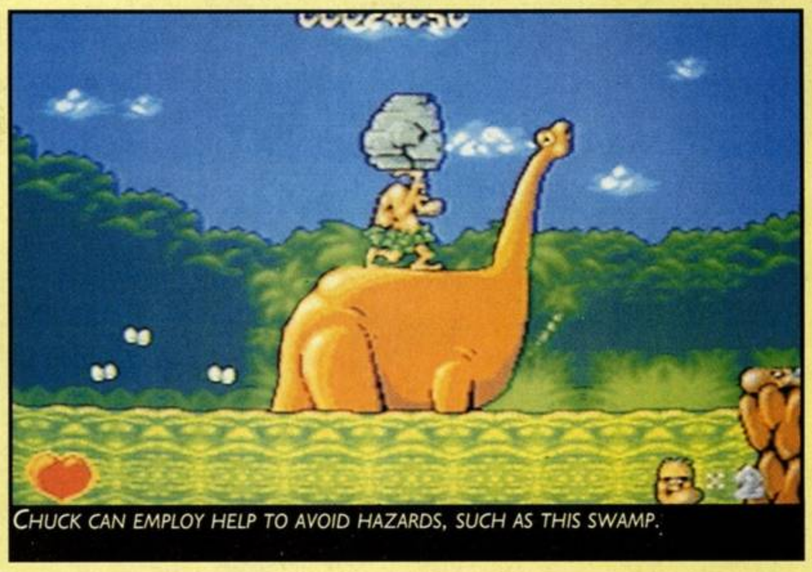
Off the ball 'tackles' and any form of interception judged as illegal is penalised with a free kick, penalty or even a booking, just like the real thing. There are also throw-ins, corners, penalty shoot-outs.

The price is yet to be set, but you can expect to see this on the shelves in July.

chuck rock

Back in the mists of time when men were Neanderthal, and Bruce Forsythe was still a nipper, lived Chuck Rock, a stone-age cave inhabitant without a cohabitant.

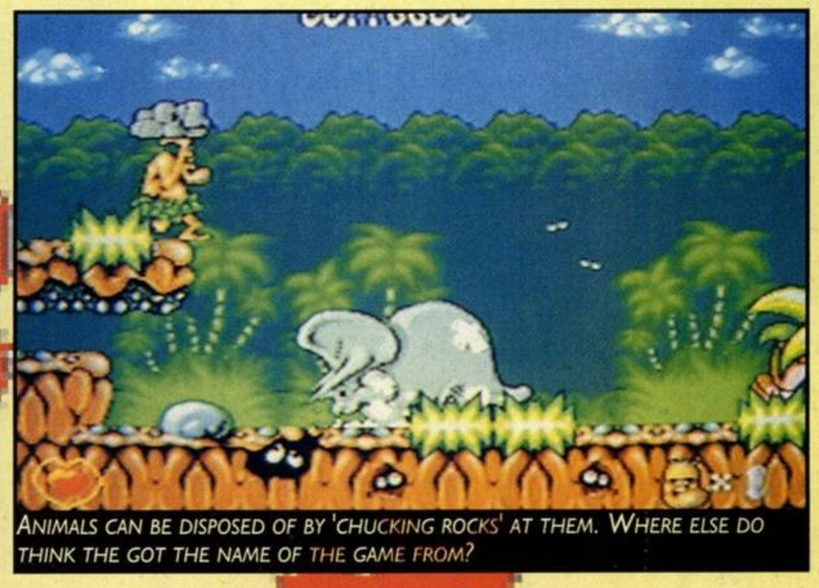
Chuck's arch enemy, Gary Gritter has kidnapped Ophelia, Chuck's lady-friend, and it's down to the caveman hero to rescue her. He has to overcome all kinds of prehistoric hazards by lobbing rocks at them, or butting them with his oversized gut. There are 500 screens in total, broken up into five levels, which mix platform action with puzzle solving. Some dinosaurs are strategically placed to help chuck cross rivers or reach otherwise inaccessible platforms.



CHUCK CAN EMPLOY HELP TO AVOID HAZARDS, SUCH AS THIS SWAMP.

This is Core's second release through Virgin, and is another conversion of one of their Amiga titles. A couple of features have been ditched to please the all-knowing ones at Sega Japan, such as the giant defecating dinosaur which was removed after being deemed 'unsuitable'. Can't think why. Chuck's due to wobble into the shops this June.

THE CAVES MEAN TROUBLE FOR CHUCK. NOW HE HAS TO CONTEND WITH CREATURES COMING UP THROUGH THE FLOOR.



ANIMALS CAN BE DISPOSED OF BY 'CHUCKING ROCKS' AT THEM. WHERE ELSE DO THINK THE GOT THE NAME OF THE GAME FROM?

the terminator

Croydon-based Probe Software are currently putting the finishing touches to the game of this classic SF thriller which Virgin will be releasing in June. Though Terminator was released in 1984, this is the first game of the film, and all the stops are being pulled out to make sure it's being done justice.

THE TERMINATOR SHOWS UP IN THE COP-SHOP. NATURALLY HE SUCCEEDS IN WASTING ALMOST EVERY LIVING THING HE COMES ACROSS.

The action is set over four levels, which reflect elements of the films. Level one finds the hero, Kyle Reese, battling past robot Hunter-Killer ships and terminators for control of the time displacement equipment which is used to send him to the past. When he's reached the centre of the complex where it's housed, he has to lay some explosives then escape before they go off.

Following that the scene changes to 1984, with Reese attempting to find Sarah Connor, then rescue her from the clutches of the Terminator, while evading the police. Third is the famous shoot out in the police station, in which the Terminator totals half the police force, and, finally, there's the showdown in the factory where the Terminator finally meets its doom in a hydraulic press.

INSIDE THE SKYNET COMPLEX. KYLE HAS TO FIND, USE, THEN DESTROY THE TIME DISPLACEMENT MACHINE.

Probe have made copious use of digitised cut screens and sampled sounds, such as the rattle of an Uzi and Arnie's immortal line, "I'll be back", to try to recreate the atmosphere of the film. But does it work? We'll let you know when we get the finished game in a couple of issues time.

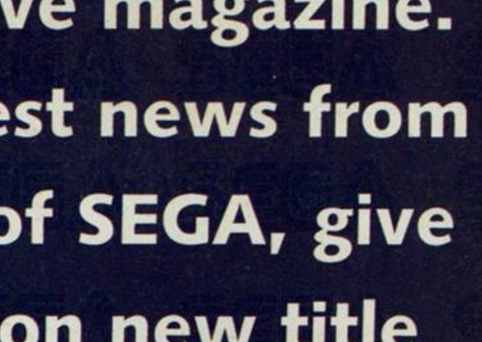
UNLESS HE'S PICKED UP SOME GRENADES, KYLE'S FACE OFF WITH THIS HUNTER-KILLER WON'T LAST LONG.

COMING NEXT...

Also wending their collective ways from Virgin are three other games due for release later this year. Another World is a conversion of Delphine's hit Amiga adventure, which utilised vector graphics and loads of animated cut sequences to give it a cinematic feel. McKids 2 is a McDonalds licence (!) which originated on the Genesis in The States. Both will be in the shops this October. Preceding them in September will be Superman, although details about that game are currently a little thin on the ground...

SEGA

If you're reading this magazine then the chances are that, if you're not one already, you're seriously thinking about becoming a Megadrive owner. A smart move. There are now about 350,000 proud owners of the ultimate games console out there. The ultimate 16 bit games console is on an unstoppable roll! This SEGA feature will hopefully become a regular part of the UK's only dedicated Megadrive magazine. We'll bring the latest news from around the world of SEGA, give the latest updates on new title release dates and cover any hardware developments. You'll be able to check out SONIC's official SEGA 16 bit chart too and see the current top sellers on your favourite console.



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world news

...from the USA!

The UK's Megadrive users are certainly keeping company among the world's élite. The ultimate games console is becoming the hottest property around the globe!

In the good ol' USA there were over 1.6 million Genesis (that's American for Megadrive) systems sold by the end of last year! That means there are now over 3 million 16 bit 'SEGA-HEADS' on the other side of the Atlantic! Incredibly, that figure looks set to double in 1992. The American SEGA Megadrive outsells all its major competitors by at least 2 to 1.

Also, according to the latest research, almost 70% of US Megadrive owners traded up from a rival system to get their mitts on the SEGA kit!

These dudes have got some awesome software support too, with an armoury of over 150 titles to choose from.

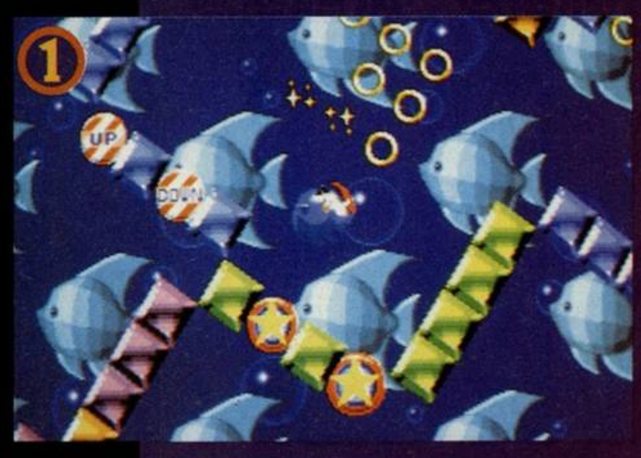
America has gone SONIC crazy with the famous blue, spikey hedgehog moving faster than the speed of sound to pick up the prestigious 'Electronic Gaming Monthly' award for 'Best Video Game of the Year, 1991.'

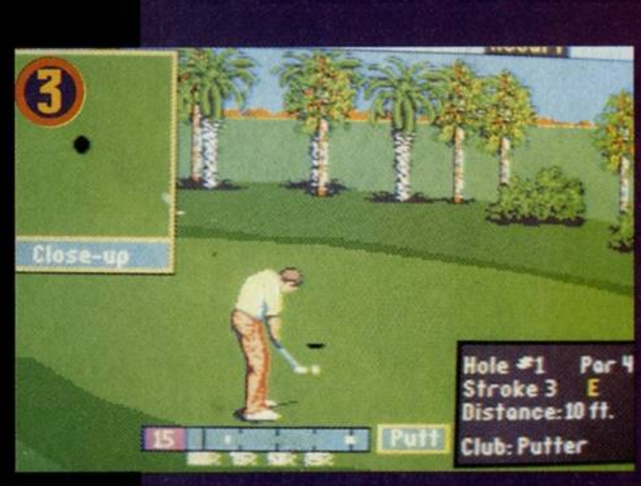
...from the UK! SEGA GO ON THE ROAD!

For those of you who didn't know, there is a fleet of converted buses touring the UK giving anyone a chance to take part in the SEGA challenge. If you fancy your chances of becoming the number one official champ, climb aboard at the following venues in April.

10th-14th	American Adventure Theme Park, Derbyshire
10th-12th	FIA Truck Superprix, Brands Hatch
16th-19th	Canary Cup Football Tournament, Great Yarmouth
20th	Battersea Park Parade, London
21st-26th	Pleasurewood Hills, Lowestoft,
21st-26th	Chessington World of Adventure

sonic's official Sega chart





At the speed of sound, The Hedgehog himself brings you the official Megadrive chart. Here are the UK's 15 best-selling games in February...

1	Sonic the Hedgehog	SEGA
2	Fantasia	SEGA
3	PGA Tour Golf	EA
4	Mickey Mouse	SEGA
5	Spiderman	SEGA
6	Quackshot Starring Donald Duck	SEGA
7	World Cup Italia '90	SEGA
8	Streets of Rage	SEGA
9	Road Rash	EA
10	Super Monaco GP	SEGA
11	John Madden '92	EA
12	Golden Axe	SEGA
13	Toejam and Earl	SEGA
14	Moonwalker	SEGA
15	Revenge of Shinobi	SEGA

win all Megadrive releases this year!

1. The Dark Knight himself!

2. ____ Storm, the coin-op conversion which featured Scooter the robot.

3. The coolest Megadrive burglars around are the _____ Brothers.

4. ___ Wing – a top blast coming soon from SEGA.

5. Earl's best buddy.

1						
2	A	L	I	E	N	
3	B	O	N	A	N	Z	A
4			Z	E	R	O	
5	T	O	E	J	A	M	

Yes! We're giving away every Megadrive game SEGA will be releasing in the rest of 1992 – and that's a few grands' worth of stuff! To cash in on this not-to-be missed competition all you have to do is look at the SEGA game-type questions and fill in the answers in this grid. If you've got all the answers correct, you should find the name of a character from a top SEGA game has mysteriously appeared down the middle of the grid. All we want you to do is write the name of that character and the game he/she/it appears in on the back of a postcard or sealed envelope, then send it to this address: THE GREAT SEGA GIVEAWAY, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date for entries is April 24th, so make like Sonic and get moving!

hardware news

the best of the rest

it's infra–red...it's state of the art...it's pure luxury for Megadrive owners!

This new SEGA-branded joypad utilising the latest technology allows the user to play games at up to 15 feet from their consoles without the need for cables.

The unit, shaped like the original control pad, is made of the same durable casing and features fire buttons, directional pad configuration with the added bonus of a low battery charge indicator.

The infra-red joypad works by sending a special beam that is sent to a recieving unit which is simply plugged into the Megadrive and sends the signals direct to the console.

The package contains two remote control pads and one receiving unit, each pad is powered by four AAA pencil batteries, giving hours of cable-free use for only £34.99!

golden oldies

If you haven't got these classic Megadrive games, what have you been doing with your life!?

sonic the hedghog

Guide Sonic the high speed hedgehog around five giant platform levels on his quest to do over the despotic Doctor Robotnik. Undoubtedly the smartest-looking Megadrive game yet! Amaze your friends and confound your enemies with this great title!

quackshot

It's high adventure with Disney's duck-type hero in this epic arcade adventure which takes Donald and his fowl friends to Mexico, America, Egypt, India and the South Pole on a mission to track down The Great Duck Treasure of Gazuma. Astonishing graphics!

streets of rage

From the programmers of Revenge of Shinobi comes this brilliant two player beat 'em up, rated by MegaTech as the best available on the Megadrive! Destroy Mr Big's organisation by smashing up his gangs of street punks with your bare fists! Superb graphics, sound and action make this a real knockout!

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dies

spiderman

Become Marvel's infamous web-headed wall-crawler in this outstanding comic licence and face up to Spidey's worst enemies, The King-Pin, Electro, The Hobgoblin, Venom, Sandman, Dr Octopus and The Lizard! Terrific platform beat 'em up action which any Spidey fan will love!

golden axe II

The sequel to one of the greatest Megadrive games of all time! It's one or two player hack 'em up action in a fantasy world of magic, dragons, orcs and skeleton warriors. If you never played the original, you must try this fabulous follow-up!

mercs

A superb conversion of Capcom's commando-killing coin-op which features tons of guns-a-go-go action from the original arcade machine and a bonus Original mode for hours of hard blasting action. Easily the best game of its type on the Megadrive, so don't miss it!

the rest of the best

new!

Watch out for these terrific new games in March!

toki

Go ape-spit with a gobbing gibbon in this great platform game. Toki's girl has been kidnapped by an evil wizard who turned him into a monkey! He has to fight his way through jungle, ice caverns and volcanoes to recover his lost love and brave the might of the wizard's ferocious servants!

zero wing

A brilliant new shoot 'em up from the creators of Truxton. Absolutely incredible graphics and trillions of bullets and rockets make this a must for any fan of firepower games.

mario lemieux hockey

Super Mario appears on the Megadrive, except this guy wears body armour and razor-sharp skates rather than a cap and dungarees! A great simulation of one of the world's toughest sports, which even goes as far as including the inevitable rink-side punch-ups!

gynoug

At last! One of the best shoot 'em ups ever to appear on the Megadrive is finally available officially! Join the mighty angel Wor on his daily exorcise through the demonic underworld of Iccus which he has to rid of evil spirits. Unmissable blasting action!

MEGA MAIL

MEGA MAIL

Hold it right there! This is the Mail Police! You are surrounded by letters from your fellow readers. Now, after you've read them, I want you to turn the page slo-o-owly, making no sudden moves, then put your hands on a pen and write your thoughts or questions down and send them to Editing Officer Paul at this address: MegaMail, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

You have the right to remain silent, but if you choose to give up that right you have a fair chance of getting your letter printed in the magazine next month. C'mon! Move it!

CRUDITIES

In issue 2 you said a game called Crude Busters was coming out, then on the back of issue 3 a game called Two Crude Dudes was for sale. Are they the same?

Paul Pack, Long Sutton

They most certainly are, Paul. Two Crude Dudes was the American name for the Crude Busters coin-op, and seeing as it makes a bit more sense (not much, but a bit), that's the title the game will be released under in the USA and in Europe.

GAMES MASTER – IS IT ANY GOOD OR WHAT?

Dominik is anything but a Diamond and the overall Gothic look of Games Master sucks. It should really be on for an hour so that games can be reviewed properly and so that the Consoletation section can be expanded and cheats/tips should be featured. I think the idea is good but the presentation is all wrong.

Andy Holder, Bolton

I'd be interested to hear what the rest of you think of Games Master. Personally, I quite like the program, mainly because it at least does a better job of catering for the growing army of video gamers than the BBC ever has. I agree, though, that some of the ideas are rather ridiculous (some of the more bizarre celebrity challenges, such as the Jimmy White-pots-this-obviously-set-up-trick-shot and the Matt-plays-the-Neighbours-game episodes, for example). I would prefer the emphasis to be taken off the challenges and concentrate more on the reviews and tips, though I suspect the fact that the programme is filmed a month or so before it's aired would make it difficult to keep things current. Anyway, Hewland Communications (who produce Games Master for Channel 4) say they've had a massive response to the show so we could well see the format expanded for the next series.

NINTENDO PRICE SCANDAL

I have just sold my NES and purchased a Sega Megadrive for two reasons:

1. Megadrives are far superior
2. Nintendo price their games waaaaay too high.

Nintendo's user base is mostly kids under fifteen who probably can't afford the massive price tags on their software. Star Wars is £50 and the copy of Maniac Mansion in our local Dixons is nearly £60. Sega seem to have everything sorted with Master System software under 30 sovs and Megadrive software being mostly under £40. Yet still Nintendo charge nearly £60 for crummy 8-bit software.

Let's take Super Mario Bros 3. Yes it's a superb game and well worth £40, but Sonic has brilliant graphics and sound and is only £30 from some stockists–and that's a 16-bit game!!

Bradley Davey, Milton Keynes.

It does seem a bit odd, doesn't it? But then if I was to be totally objective, I would suppose Nintendo's argument runs that they price their games according to how much gameplay has been programmed into them and whether or not the cartridges have extra chips for specialised graphics facilities or whatever. Having sneaked the odd go on the Nintendo games Mean Machines get in, I have to say that some recent titles really do push the hardware to the limit and they're easily as playable as the best Megadrive games. I would be just as happy to play Super Mario Bros 3 as I would Sonic, so I wouldn't say £40 is really that extortionate. I would, however, draw the line at paying £60 for Maniac Mansion (are you sure that copy wasn't wrongly priced?) when the best Megadrive RPGs cost no more than £50. Still, why are we complaining, when Megadrive owners are obviously getting such good value for money anyway, eh?

KONVERTER KWEERY

Am I right in thinking that that I will only be able to buy a Japanese Mega-CD to plug into my Japanese Megadrive and is there any possibility of a converter, like there was for cartridges?

Lee Skinner, Manchester

PS Do you have any news on budget/compilation games on the Megadrive?

Yep, a Japanese CD game will only work with a Japanese Mega-CD unit which will only plug into a Japanese Megadrive. The chances of converters are pretty slim as trying to subvert Sega's anti-importer protection would require major surgery to the interior of the Mega-CD.

Official compilations are also a bit unlikely, because putting, say, three games on a cartridge would require at least 12 megabits (unless they were somehow compressed). We've heard of pirate cartridges containing loads of games being manufactured in the Far East, but (a) these are of course highly illegal, (b) hard to get hold of anywhere outside of Hong Kong and (c) not very reliable anyway. If you've got a Master System converter you could try out Virgin's upcoming Master System Arcade Classics compilation which contains copies of three oldies.

MAN-E-QUESTIONS

I have a few questions which I hope you can answer.

1) If the Mega-CD can handle sprite scaling, how come Domark released Pitfighter on cartridge and not CD?

2) If they had released it on CD, would it have been arcade perfect?

3) Will the arcade game WWF Wrestlefest be coming out on CD or cartridge?

4) Will Ninja Kids be coming out on the Megadrive?

5) Will the Megadrive and Mega-CD be better than the Neo Geo?

6) Is it worth getting Golden Axe 2 if you don't have the original?

7) Will any of these games make it to Mega-CD? Indiana Jones: Fate of Atlantis; G-LOC; Super Shinobi II; Wing Commander or Wing Commander II; Moonwalker?

8) When will Super Kick Off be available on the Megadrive?

9) Is it worth getting a Master System converter to play Master System Impossible Mission, R-Type and any other decent games?

10) Is it true that Julian Rignall's brother works for Sega Force?

Please print my letter, because I've written to other mags loads of times but never had a letter printed.

Paul Phelan, Manchester.

You certainly got your money's worth out of that stamp, didn't you? Now, to the questions.

1) Probably because it would have taken a lot longer to program, and it wouldn't have been released in the USA and Europe until the end of 1992 instead of at the start of the year.

2) It might have had the potential to be (apart from the three player option of course).

3) Neither, but Acclaim, who currently hold the WWF licence, are planning a WWF game for release later this year. Rather than being an arcade conversion it's likely to be similar to their Super NES game (which, incidentally, has had the Mean Machines boys 'glued to their joypads' for ages).

4) There are no plans for a Ninja Kids conversion that we know of.

5) No.

6) Well, there's not much in it but personally I prefer the original.

7) There are plans for a Mega-CD version of Indiana Jones (courtesy of US Gold) and so Wing Commander is also set to appear on CD. There are also rumours of a Mega-CD version of Moonwalker (with recorded Michael Jackson soundtracks).

G-LOC we haven't heard anything about, but a sequel to Revenge of Shinobi is due later this year.

8) It's scheduled for a release in December.

9) The most recent Master System games have generally been a bit duff, but there are some real classics available (such as the two you mention) which make the Master System converter worth buying.

10) It certainly is, and what of it, eh?

Perhaps none of your letters have been printed because no-one else had the stamina for all the typing involved.

ALL DESPERATE FOR MEGATECH!

Is it possible to order your excellent magazine direct from yourselves. I am having great difficulty obtaining copies from my local newsagent. Consequently I have missed the Xmas 1991 issue and the January 1992 issue. If these copies are still available I would be much obliged if I could obtain them and thereafter each month.

D Arnott, Manchester

I am feeling really down at the moment because I went and missed issue one of MegaTech. If you have a copy please could you tell me how much you want for it and I will get the money off to you pretty swiftly.

If you haven't got a copy then please, please, please! someone help me out!

Steven Moss, Barton upon Humber

I have just bought issue two of MegaTech and found it brilliant. I wondered if it was possible to get hold of issue one from you, and if not can you please tell me where I can get it from.

D Hubbard, Wymering

I am hoping that you can help me out as I can't get hold of part one of MegaTech...

Geordie Allan, Urswick

All we can do is apologise to everyone who has written in and rung us over the last month because issues one and two of MegaTech were sell-outs and though as I write we have about 50 copies of issue two left in the office, issue one is no longer available (I'm the only one in the office with a copy, and I need it!).

If you want a copy of issue two, send in a cheque or postal order payable to MegaTech for £2.45 (that's £1.95 plus 50p post and packing) to Issue Two Offer, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. As I said, though, stocks are extremely limited so act quickly to avoid disappointment. Failing that, you could always advertise for a copy in the MegaMart at the back of the mag.

more letters...

KEE'S FREE GAME SPREE

I'm writing to you to ask for the help of your readers with my GCSE Media Studies coursework (which makes up 40% of the final mark). I need to do a bit of market research to find out what people want in their perfect magazine. I'm offering a free game (not Altered Beast) to the sender of the best ideas.

This is a genuine offer, so please send your ideas to my address.

Kee Law, 51 Market Street, Torquay, Devon, TQ1 3AW.

Anybody want to take up this generous offer? Let us know how you get on, Kee.

SCART PROBLEM #1

I recently purchased a SCART lead for my official Megadrive. The picture is much sharper but the colours all seem to be very pale and there is also some noise interference.

Could you please tell me what I can do to overcome this.

S W Maddison, Sunderland

Not with any degree of certainty, S W. If you bought it from a particularly friendly shop, you could try taking the lead back with your Megadrive and ask them to test them both with one of their monitors. Alternatively, you could just try turning down the brightness control of your monitor TV. If by noise interference you mean flickering colours at the bottom of the screen, this is a normal (though usually unwanted) feature of the Megadrive's video output.

SCART PROBLEM #2

Having received a Samsung SCART colour portable TV for Christmas I purchased a SCART lead so that I could use it with my Megadrive and wired it up expecting a televisual feast. All I got was a grotesquely distorted picture that was so bright it was hard to look at. I tried in vain to adjust the tuning, colour, brightness, contrast, etc, and there was very little improvement at all. Could you please advise me what to do next?

Mike Woodcock, Dundee.

First, try to test the lead either at the shop you bought it from, or on a friend's Megadrive. If the problem is not with the lead it may be with the TV. I have heard tales of console owners experiencing some slight variation in the SCART facilities on certain monitors and TVs (and indeed I once had a similar problem myself, but with a Super Famicom) so it might be worth discussing it with someone at your local TV repair shop. It may be that you need to have a resistor mounted in your lead to reduce the brightness, which shouldn't be an expensive business.

DRIVEN MAD

Please can you help me with the following two points.

(a) I recently purchased Super Monaco GP from a local second hand shop. At the start of the game you can select background music, yet when playing the game you only seem to hear the sounds of a sports car. Is my cartridge faulty or am I wrong in thinking the music should play while racing around the track? Are second hand games usually a good idea?

(b) I recently also purchased Speedball 2 for my Megadrive and found it would not work on my PAL Megadrive as it was a SCART only cartridge. Is this the case with all Genesis cartridges?

Please help me!

'Confused and Stressed Out' (who has an unreadable signature)

You're being a bit mad with your first question as the music select just lets you hear all the music in the game before playing it (like the music selects in every other Megadrive games). There's no real problem with buying second hand software (especially from shops – although Sega could take issue because of their 'This software is not to be resold, loaned out, etc...), but just make sure that the instructions are in there and the actual cartridge is still in one piece.

Your Speedball problem only occurs with a small number of foreign cartridges and you should find that most Genesis stuff runs without any problems.

POWER CORRUPTION

Last November I bought my most prized possession–my Megadrive. I bought a Japanese one, but I am worried that the PSU I got with it might damage it. The PSU has an output of 9V at 1A and the Megadrive needs 10V at 1.2A. Will it do any damage? Also, sometimes when I plug in a game and turn it on I get a black screen and a continuous noise. Why does it do this?

Pob, Littleborough

I'm not too sure, Pob. It could be a problem with the PSU, but here at the MegaTech office we run Megadrives off 10V and 9V Sega adaptors, so I've a feeling the problem is with the Megadrive. If you want to be sure, you're best off sending the machine back to the importer and asking them to repair it under the terms of the guarantee.

You don't have to be Einstein to get the most out of your Amiga with...

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FORMAT 4 M-BIT

REVIEW

VALIS SD

BY TELENET JAPAN

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 0

SKILL SETTINGS: 1

Some Megadrive owners may have heard of the Valis series before. The first game, Valis III, featured the three female members of the Valis Superheroines With Swords organisation. Valis SD is a similar platforms and swords game, except that instead of starring svelte Amazon-type warrior women, it centres around the exploits of a midget girl, Yuko (who is actually a Super Deformer version of a Valis warrior).

Yuko is wrapped up in a battle against a one-eyed Samurai spirit who, along with his undead cronies, is causing a lot of trouble for the mortal population of Japan. Yuko, dressed in a sailor suit and armed with an ice cream cone which doubles up as a magic sword, has to clear six locales of villainous creatures without kicking the bucket. It's not all bad news, though, because along the way she occasionally meets her Valis sisters who are waiting to equip her with upgraded swords and tougher armour.

SUPER DEFORMING THE JAPANESE WAY

SUPER DEFORMED MOVIE CHARACTERS, INCLUDING ROBOCOP AND THE MUMMY.

As you may have noticed, the Japanese have a penchant for cute characters, and they're so keen on them that they tend to cutify completely non-cute things by making them short and fat. The resultant podgy objects are referred to as Super Deformers (hence the SD in Valis SD).

There's no end to the things that undergo the SD process. There are several games on the Super Famicom which feature SD versions of Japanese film and cartoon heroes such as Ultraman and the Gundam robots, and if you hunt around your local Japanese bookshop or branch of Forbidden Planet, you might well come across Super Deformed models of the Thunderbirds craft or even books of Super Deformed warplanes. Gorblimey! Those Japs, eh?

ARMS AND THE WOMAN

Yuko starts the game wearing a puny sailor suit (which doesn't afford much protection) and armed with a plasma bullet-firing sword and a few smart bombs, but there's plenty of room for improvement. At certain points in the game you come across one of her Valis sisters who hands over a new sword or suit, and certain bosses yield handy goods after they've croaked.

There are four different swords which fire different configurations of energy blasts (straight, wide beam, homing and three-way), and six different suits of armour. The armour, of course shields Yuko's delicate flesh from cuts and bruises but only to a certain extent. The armour you come across early in the game is less effective than the gear that comes up later on, which actually speeds Yuko up and interacts with the sword she's using to improve her weapons power.

THIS IS THE ONLY 'CUT' SEQUENCE IN THE GAME. YUKO TRNSFORMS FROM ICE-CREAM GIRLS TO SWORD-BABE. VERY POOR.

SELECT YOUR WEAPON AND ARMOUR WHEN YOU PAUSE THE GAME..

MARK'S COMMENT

Warg! What's all this! A little school girl running around in skimpy outfits armed with an ice-cream, which cunningly transforms into a sword when no one's looking–let it not be said that the Japanese have no imagination. The game itself is little more than a very basic platform shoot 'em up with large graphics that offer the last word in sprite flicker, with some of the bosses almost completely disappearing when you fire. The gameplay is really appalling, is easy to progress through the first half, then wham! it becomes ridiculously difficult. This is a strange game, that really isn't up to much, in fact it's laughably bad. Avoid this like you'd avoid a very poor Japanese game about homicidal school kids.

ATTRACTIVE ADD-ONS

As well as being able to collect new swords and armour, Yuko can pick up other goodies to aid her on the route to the Samurai Spirit. Hearts replenish her flagging energy level, red balls provide extra smart bombs and gems award extra points. Extra lives come in the form of small dolls.

During the course of this review, the MegaTech Ultimate Cunnning Department stumbled across a neverending supply of extra lives hidden in level three of Valis SD. To find them, just get to the bit where Yuko has to follow a long corridor going left towards a lift. Instead of hopping on the lift, drop down beside it and you can walk back along the corridor, but through the floor! At the end of the corridor is an extra life, so pick it up and return to the lift to continue with the level. If you get killed during the next part of the level, the extra life doll will still be there, so pick it up again and you can continue for as long as you like!

COLLECT THE HEART FOR EXTRA ENERGY. THE START, WHICH MAKES YUKO INVINCIBLE, COMES IN VERY USEFUL AT THIS POINT.

THIS 'SECRET' 1-UP IS HANDY AS THIS IS WHERE THE GAME STARTS BECOMING TOUGH.

THIS IS THE CLOSEST THING TO A BONUS LEVEL, WITH ONE UPS AND BONUS POINTS LITTERED THROUGHOUT.

PAUL'S COMMENT

This is very basic stuff. Walk along, kill a few (and I mean 'a few') monsters and get an extra sword every now and again – hardly inspiring gameplay. The various bits and pieces, such as the armour and the swords add very little and the graphics are weak, to say the least. There is a modicum of tactical thought required to work out how to beat a few of the bosses, but apart from that Valis SD requires minimal brain power. I would have said this was best suited to younger players, but some of the bosses are annoyingly tricky and the lack of a continue option leads to much frustration. So in the end I don't know who this is aimed at. People with lots of money and low standards, I suppose.

VALIS SD

% RATINGS

0 50 100

PRESENTATION
40%
SHORT INTRODUCTION BUT NO OPTIONS, AND NO CONTINUES EITHER!

GRAPHICS
50%
NICE PARALLAX SCROLLING ON THE BACKGROUNDS, BUT THE SPRITES ARE VERY SIMPLISTIC.

SOUND
46%
LOW QUALITY TUNES AND SOUND EFFECTS.

SHORT TERM PLAY
49%
EASY TO GET INTO, BUT NOT PARTICULARLY ATTRACTIVE.

LONG TERM PLAY
45%
PHWOOO. NO THANKS.

MEGATECH RATING
47%
PRETTY POOR ATTEMPT AT PRODUCING A CUTE BEAT 'EM UP.

FORMAT 8 M-BIT

WARSONG

BY TRECO

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: STRATEGY

CONTINUES: BATTERY SAVE

SKILL SETTINGS: 0

Strategy wargames are a bit of a rarity on the Megadrive, and being a swords and sorcery one, Warsong must be unique. The game is set in the land of Baltia, which has been invaded by their neighbouring dictator, the evil Pythion. Only the king's son and his man-at-arms have escaped to raise an army to fight the invaders.

You have to guide Garett and his troops through twenty missions, battling enemies and recruiting allies on the way. Each mission is played out in a series of phases or turns and during the player's phase you can move your troops, attack nearby enemies or heal your commanders. Once a unit has performed an action, their icon turns blue and they can't operate again to the following turn.

Your objectives vary from mission to mission and can be anything from recapturing a castle to surviving ten phases, but losing Garett always results in the end of the game.

SOLDIERING ON

YOU HAVE TO BUY TROOPS FOR YOUR COMMANDERS BEFORE THE START OF A MISSION. TAKE INTO ACCOUNT THE TERRAIN AND TYPES OF ENEMY UNIT THEY'RE GOING TO FACE.

THESE BLOBS ARE SEMI-INTELLIGENT, AND CAUSE YOUR TROOPS NO END OF PROBLEMS.

MERMEN ARE AT HOME IN WATER, ON DRY LAND THEY USUALLY END UP AS FISH PASTE.

You have to be very selective about who you take into battle with you, as certain types of troops are suited to particular situations. Archers, for example, work best when they're stationed on battlements, while the cavalry are most effective on open ground. In addition to traditional units you can also recruit Mermen (half man, half fish), Monks (who presumably pray on people), Gryphons and Elves.

Your enemies also come equipped with a bizarre array of troops, who range from zombies to living armour. These are lot tougher your average soldier, so the best tactic is usually to throw everything at their commander as they can't fight without a leader.

BROTHERS IN ARMS

Most of the people who fight, and die in the game, are easily replaced at the start of a new mission, but there are eight special characters who are integral to the plot. The main one is Garrett, the hero, who though quite weak to begin with, is destined to become one of the most powerful people in the game. The others each have their advantages and disadvantages, such as Mina the cleric, who specialises in healing but is little good for anything else. As you win campaigns more and more people come forward to join your cause, usually supplying a class of soldiers unique to your army.

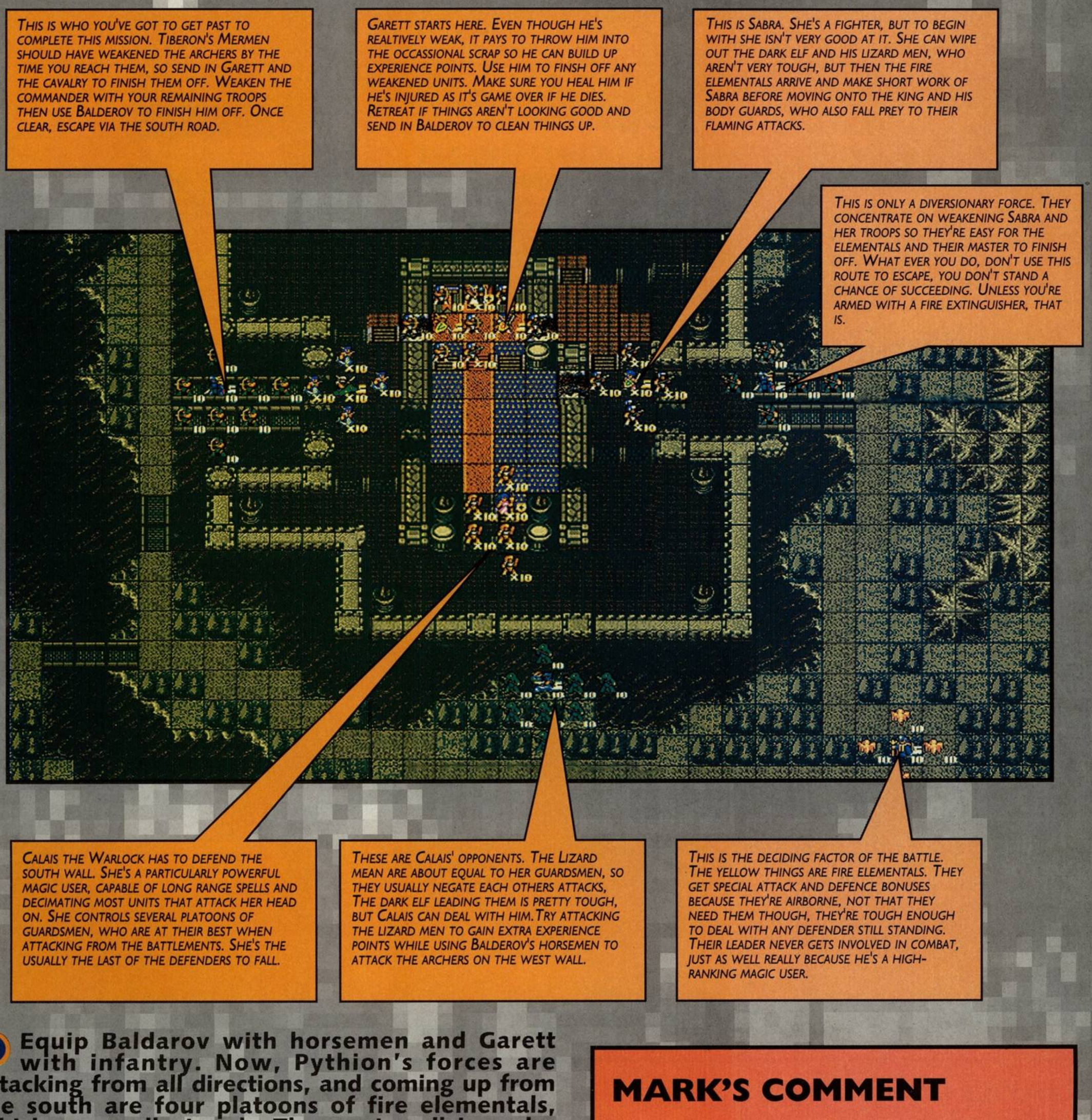
A commander's abilities increase as he gains battle experience, and along with improved combat skills they also learn magic. Spell casting is essential on the later missions as you face more and more enemy troops and magic users, who are usually holed up in castles and fortresses. At the end of certain missions, your commanders are given magic items, which also improve their abilities (though it's not always immediately obvious how).

THE HIGHLIGHTED AREA SHOWS THE RANGE OF GARETT'S INFLUENCE.

DURING HIS TURN GARETT CAN CHOOSE TO ORDER HIS TROOPS, MOVE, CAST A SPELL OR HEAL HIMSELF.

UNTO THE BREACH

The first mission is designed to help you learn the game's control system, and here's the best way to help Garett escape.



1 Equip Baldarov with horsemen and Garett with infantry. Now, Pythion's forces are attacking from all directions, and coming up from the south are four platoons of fire elementals, which are really tough. The west wall is under heavy attack, but Baldarov's horsemen should be able to beat those archers.

2 Tiberon is counter-attacking the forces at the west wall, by now Garett and Baldarov should be mustering their troops in an attempt to break out.

3 The Mermen under Tiberon's command have been defeated, not before wiping out many of the enemy's archers though. The real stumbling block will be the dark elf commander, who's none too happy about the demise of his troops.

4 The showdown between Garett and the dark elf. Should Garett win, the way will open for him to escape along the west road. If he loses it's game over.

MARK'S COMMENT

This is a strange game to see on the Megadrive. For strategy and thought it goes beyond any RPG, and looks as though it would be more at home on a PC. Don't let that put you off though, I for one thoroughly enjoyed this. The control system is superbly straightforward, the commands are easily accessed and keeping track of all your allies and troops is surprisingly easy. Each mission is different enough to keep the game interesting and there are twenty in total, so you definitely won't complete this in one sitting. I suppose Warsong will only have a limited audience, but if you're of a strategic mind this is a game I definitely recommend.

WAR CRY

You can give orders to each unit individually, or get your commanders to give an order to attack, defend or move which his troops act on at the end of the phase. Normal troops can only be moved, or used to attack, but the commanders have a few more options open to them. For a start they can use magic, which is darn useful when dealing with enemy leaders and they can spend a turn healing their own wounds.

Winning a battle is determined by a number of things. Having a load of troops is obviously important, but the terrain you're fighting on also has a significant effect. Archers are particularly effective when they're stationed on battlements and the same goes for troops attacking or defending from woods, buildings or trees.

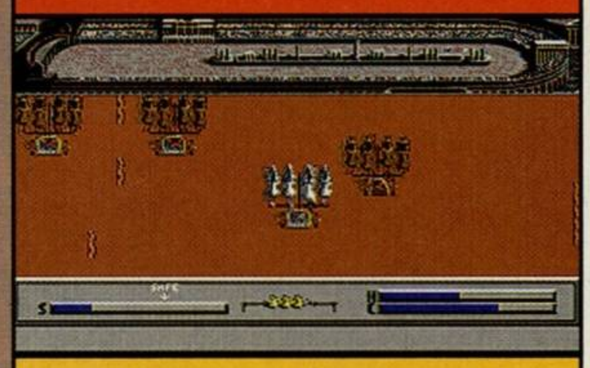
Another important element is how close the troops are to their commander because the closer they are, the better they'll fight. Once a commander has been defeated his remaining units disperse, and are removed from the game.

GARETT'S MANAGED TO ZAP MOST OF THE ATTACKING UNIT.

THERE ARE NO TERRAIN BONUSES HERE, SO VICTORY DEPENDS ON THE TYPE OF TROOPS AND A BIT OF LUCK.

THE PLATOON ON THE LEFT HAVE THE TERRAIN ADVANTAGE.

ALTERNATIVELY



CENTURION DEFENDER OF ROME

PRICE: £39.99

BY: ELECTRONIC ARTS

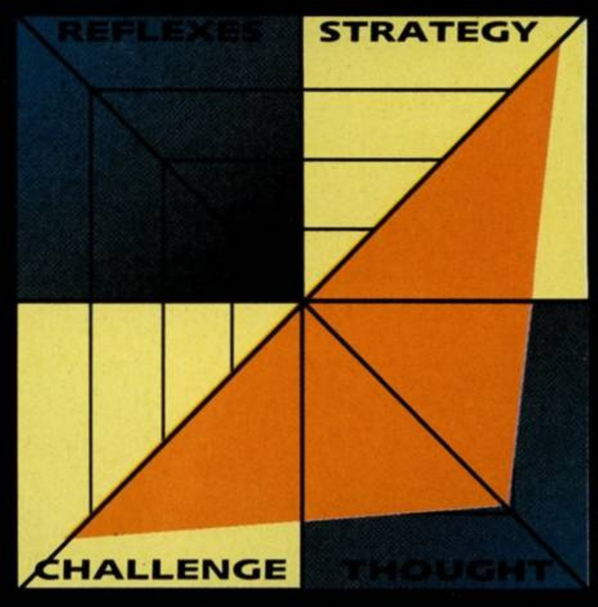
Grab your spear and leather armour and set out to conquer the world as a Roman general. Suffers from extremely fustrating gameplay and tedious action.

MEGATECH RATING:52%

PAUL'S COMMENT

Before I'd played it, I didn't like the look of Warsong at all. On the face of it, it's very complicated, and the screen is packed with hit points and modifiers, which looks like heavy strategy gaming stuff. Once I'd started playing, though, I found it was all pretty painless, because the computer handles the potential hit percentages and all that business, leaving you to get stuck into the plot (which is pretty good for once) and the scenes of tiny sprites being massacred. Usually you have to be very patient to play this type of game because the objectives are always so distant and reaching them is such a gradual process. The good thing about Warsong is that the entire game is one battle scene after another, each of which has its own scenario and its own objective, so the action is much more immediate and interesting than most other Megadrive wargames. I was amazed at how much I enjoyed this game and if you're after a change from good, old-fashioned laser death, Warsong is well worth buying.

WARSONG



% RATINGS

0 50 100

PRESENTATION

84%

NICE INTRO, EASY TO USE COMMAND SYSTEM, AND A BATTERY SAVE FEATURE.

GRAPHICS

64%

SMALL, UTILITARIAN SPRITES AND JAP-STYLE CHARACTERS.

SOUND

75%

GOOD MUSIC, BUT THE SOUND EFFECTS ARE A BIT SMALL.

SHORT TERM PLAY

77%

TAKES A LITTLE GETTING USED TO.

LONG TERM PLAY

88%

TWENTY BIG, PLAYABLE MISSIONS AND PLENTY OF STRATEGIES TO LEARN.

MEGATECH RATING

85%

GOOD, BUT VERY DIFFERENT. IT WON'T APPEAL TO EVERYONE.

FORMAT 8 M-BIT

RINGS OF POWER

BY ELECTRONIC ARTS

PRICE: £49.99

PLAYERS: 1

GAME TYPE: RPG

CONTINUES: BATTERY BACK-UP

SKILL SETTINGS: 0

Legend has it that, before Nexus appeared, the planet of Ushka Bau was the inter-galactic equivalent of Lyme Regis – damp, miserable and people had to be forced to go there. Kindly deity, Nexus, brought with him his Rod of Creation with which he transformed the planet into quite a nice place, a paradise in fact. Nexus also bestowed magical powers on the population, which pleased everyone.

Then, with a crash of thunder, dry ice and green-tinted back lights, vile demon Void appeared, grabbed Nexus' rod and proceeded to lay waste to everything for the next 66 years. Nexus tried reclaim his rod, but in the supernatural struggle it was blasted into eleven rings, some of which were grabbed by Void before he legged it. Now, 500 years later, it's been decided that it's about time to recover the stolen rings of power and you, as Buc the novice sorcerer, have been chosen to form a party of adventurers and find them, thus restoring the planet to its former glory.

FOR MY NEXT TRICK...

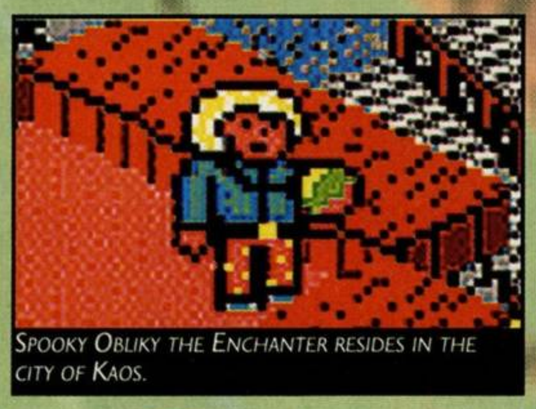
There are six main character classes who each have their own sets of spells that range from inflicting mild amounts of pain, to decapitation. Bet Paul Daniels couldn't do that.

SORCERERS ARE USUALLY ON YOUR SIDE AND CAN BE FOUND IN MOST CITIES.

YOU CAN RECRUIT SLASH THE KNIGHT IN THE CITY OF DIVISION (WHERE ELSE?).

FEATHER THE ARCHER RESIDES IN THE GUILD IN THE CITY OF SPEED.

SEARCH FOR MORTIMER THE NECROMANCER IN THE CITY OF BLOOD.



SPOOKY OBLIKY THE ENCHANTER RESIDES IN THE CITY OF KAOS.

IT'S ALEXI THE CUNJUROR! SHE LIVES IN THE CITY OF PERFECTION.

Sorcerers like Buc attack people mind to mind, so they use spells such as Stun (which causes physical damage), Confuse (which paralyses the target), and a number of defensive spells. There's also a group of spells dubiously called 'screw up minds', which inflict fear and confusion on the enemy.

Knights, in this game, believe in the art of separation, which means they think they can find the secrets of the universe by splitting things (usually people) into their component parts. Unlike knights of old, this isn't performed with chivalry and broadswords but with magic. Their spells consist of various incantations to hurl daggers at their opponents, as well as a bunch of spells that persuade limbs to leave their host bodies.

Archers, like knights, have ditched their weapons in favour of magic. This is reflected by a host of spells that generate darts and arrows. They also have a fair supply of shield spells, and several enchantments that throw people around the combat area.

Necromancers, as the name doesn't suggest, mostly deal in saving lives with their impressive array of healing spells. On the other hand, they have more than their fair share of attacking spells.

Enchanters have the ability to change themselves into different forms, including swords, axes, dragons, and for some reason, corpses. They can also affect their enemies, by turning them into common townspeople or bears.

Conjurors are completely blind, and despite this obvious disadvantage they can channel different types of energy against their enemies.

A HELPING PAD

THE HELP MODE CAN ALSO GIVE AN INDICATION AS TO HOW TO OVERCOME PARTICULAR SITUATIONS, BY INADVERTENTLY REVEALING WHAT TO DO NEXT.

YOU CAN ENTER THE BUILDING, EVEN THOUGH YOU CAN'T SEE IT.

YOU CAN HIT STAT TO CALL UP THE MENU AND SWITCH THE HELP MODE OFF.

Rings Of Power features a novel, and occasionally handy, help window. When activated it brings up an annotated picture of a joypad, showing you all the currently available commands. Potentially very useful, this, comes in handy as the buttons double up for different commands depending on the situation. However, it also has the disadvantage of blocking the player's view of the top right of the map.

FIGHT OR FLIGHT

THE BARS ON THE RIGHT OF THE DISPLAY SHOW YOUR ENEMY'S STRENGTH (RED) AND MAGIC POINTS (BLUE). BUC AND SLASH AREN'T DOING WELL, SO THEY'D BETTER SCARPER.

When your party is attacked the game automatically switches to zoom mode to show you and your assailants facing off. Combat is taken in turns, with whoever started the fight going first. When it's your party's turn to attack, you can either let the computer take care of things in automatic mode or control them yourself. It's best to use the automatic mode when you only have a few, low level characters, not because the computer is significantly better than you, but because when you only have a limited spell arsenal controlling the characters can be quite laborious.

The party's aggression level can be set so you can either fight tooth and nail and risk extra injury, or play a defensive game and put more effort into self preservation.

You're unlikely to win many encounters to begin with, usually because you're minimal magic is often outclassed by your opponent's. Fortunately there's a flee option which lets you get out of trouble most of the time.

MARK'S COMMENT

As role playing games go, this isn't a good one. To start with the control system is extremely awkward, you always move by one square when you turn around, so when you move to face a character you walk through them which is very annoying. Another niggling point is the difficulty of combat, you're almost guaranteed to come across something so ridiculously tough, that it's Game Over before you can act. The puzzles are very straightforward, the only things hindering you are the overly difficult combat and the fact the finding your way around the game world is pretty difficult. The battery back-up feature is smart, but it's a necessity on this sort of game. If you're after an RPG, give this a miss and check out Buck Rogers instead.

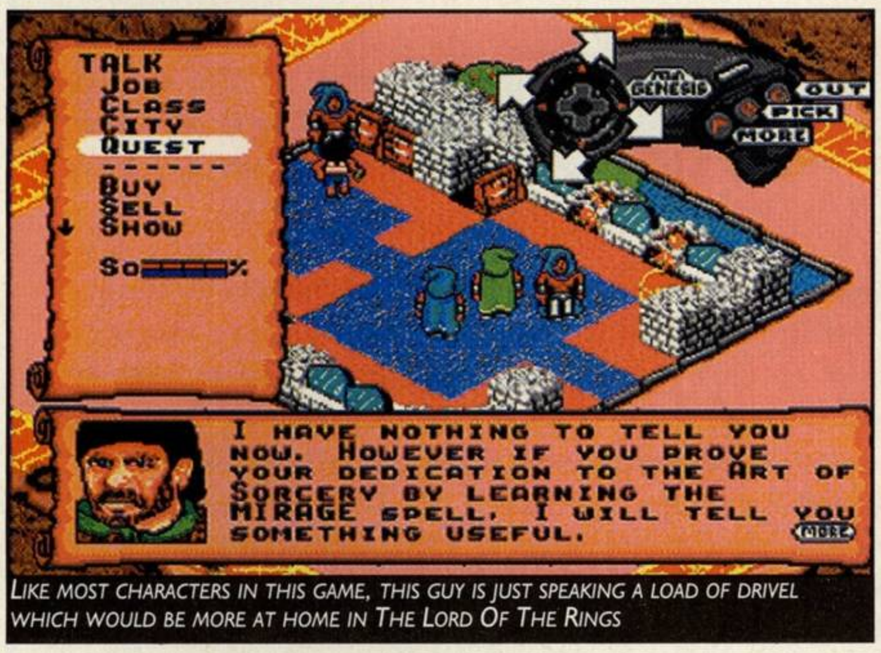
IT'S TWO AGAINST ONE IN FAVOUR OF THE GOOD GUYS. BUC IS AT FULL POWER SO HE SHOULD DEPOSE OF THE MARSH CREATURE WITH EASE

ZOOM IN

MOST OF THE TIME THERE'S NOT MUCH TO SEE IN ZOOM MODE, UNLESS YOU'RE IN A BUILDING THAT IS.

The game is generally played out of scale, which means you can see a whole town on screen at once, which makes travelling around a lot easier. If you're at a particularly interesting location, you can zoom in to view it in detail. Zooming in also lets you hide to avoid a confrontation if any undesirables are headed in your direction.

PUZZLES AND PARADOXES

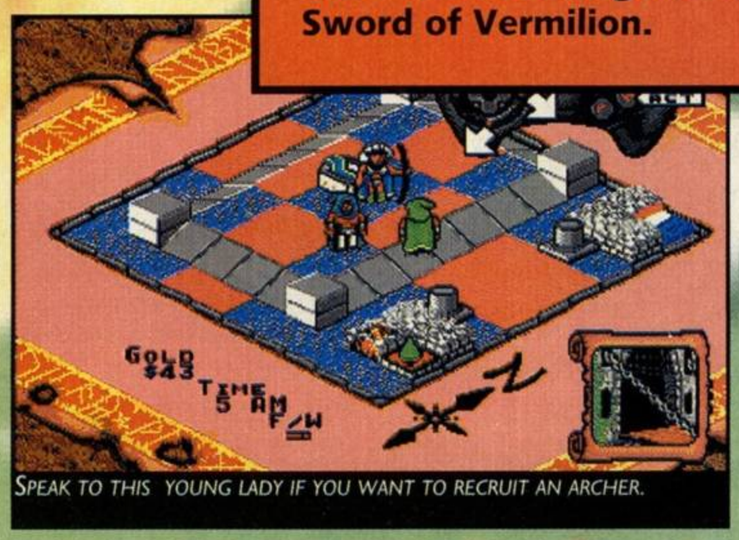


LIKE MOST CHARACTERS IN THIS GAME, THIS GUY IS JUST SPEAKING A LOAD OF DRIVEL WHICH WOULD BE MORE AT HOME IN THE LORD OF THE RINGS

Most of the puzzles rely on one of two things, getting information from a person, or killing them. Usually people are willing to cooperate with you, although occasionally you have to show them an item you've found before they'll help. Then you're usually told where to go, or who to see next.

COME TO MY PARTY

Five other characters wait somewhere in the game for Buc to recruit them to strengthen his party in battle. Each character is from one of the five other character classes, and they're always to be found in their appropriate guild (the exact location of each is detailed in the manual). Finding them all is imperative because you stand very little chance of completing your quest without them.



SPEAK TO THIS YOUNG LADY IF YOU WANT TO RECRUIT AN ARCHER.

ALTERNATIVELY

PHANTASY STAR 3

PRICE: £49.99

BY: SEGA

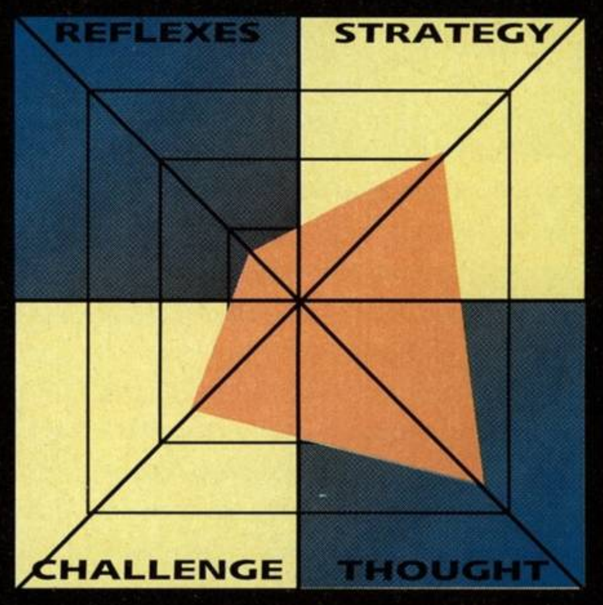
Ignore the price, and you've got one of the best Megadrive RPGs.

MEGATECH RATING:89%

PAUL'S COMMENT

After having fun and games with Buck Rogers I was stunned to find EA coming out with this. The graphics are slow and ugly, the controls are cumbersome and the programmers obviously couldn't decide whether to make Rings of Power a straight fantasy title or some kind of comedy RPG, and this has resulted in a completely unatmospheric and turbid game. The plot is packed with clichéd Tolkien/Star Wars (!) dialogue which just doesn't make any sense and does a very bad job of telling what could have been an interesting story. It's true that there aren't that many role-playing games on the Megadrive, but most of them are tons better than this tedious and unenjoyable effort which isn't a patch on the likes of Buck Rogers and Sword of Vermilion.

RINGS OF POWER



% RATINGS

0 50 100

PRESENTATION
71%
BATTERY BACK-UP, A FEW OPTIONS AND A VAGUELY IMPRESSIVE INTRO.

GRAPHICS
50%
JERKY SCROLLING AND MINISCULE SPRITES WHICH MERGE INTO THE CONFUSED BACKGROUNDS.

SOUND
57%
ROPEY TUNES AND STRINGY SOUND EFFECTS ARE THE ORDER OF THE DAY.

SHORT TERM PLAY
68%
THE PROSPECT OF A VAST QUEST MAKES YOU EAGER TO PROGRESS.

LONG TERM PLAY
46%
SOON BECOMES TIRESOME AND VERY DULL.

MEGATECH RATING
49%
ONE OF THE POOREST MEGADRIVE RPGS AVAILABLE.

FORMAT 8 M-BIT

REVIEW
BUCK ROGERS

HYPER + HYPER + MYTH

BY SSI/ELECTRONIC ARTS

PRICE: £49.99

PLAYERS: 1

GAME TYPE: RPG

CONTINUES: BATTERY SAVE

SKILL SETTINGS: 1

The 25th century is a rough time for the human race and after centuries of war it has split into two factions. The peace-loving New Earth Organisation (NEO) has beaten off the attacks of the power-hungry Russo-American Mercantile state, driving them back to their bases on Mars. The war is far from over, though, and NEO intelligence has learned that RAM are constructing a new weapon with which they plan to lay waste to the Earth and wipe out NEO.

In this game of the TSR board game, you take control of a squad of six rookie NEO soldiers who have been given the job of investigating the rumour and putting a stop to RAM's plans. As they travel the length, breadth and height of the inner solar system the team play through numerous missions, during which they have to fight off RAM forces, piece together clues as to the location of weapon and disable it before the Earth is reduced to a globe of smouldering ashes.

CONSTRUCT-A-PARTY

HIT POINTS
These are depleted when a character is injured. The stock of HPs is increased when he moves up levels, up to a maximum of 104.

CHOOSE A RACE
Humans (left) can turn their hands to any of the four careers. Desert Runners (centre) are expert fighters and good pilots too. Tinkers (right) are terrific medics, but don't have the strength of the other races.

CHOOSE A CAREER
From left to right these are: ROCKET JOCK: flies the spacecraft and has repair skills. MEDIC: heals the team during and after a battle – always protect your medic. WARRIOR: can withstand more damage in battle and can train to be a specialist with a particular weapon. ROGUE: very fast reflexes and talented in bypassing security systems.

STAMINA
Indicates physical power, endurance and resilience

DEXTERITY
determines skill with long-range weapons, reaction speed and piloting skills.

CONSTITUTION
High **CONSTITUTION LETS** *the character withstand plenty of damage.*

CHARISMA
A leader needs high **CHARISMA** *to arouse the loyalty of his team in battle.*

TECHNICAL KNOW-HOW.
an indication of the characters skill with machinery and computers

CHOOSE A SEX
There are no practical differences between male and female characters in this game.

REROLL DICE
Use this as often as you like to reset the character's statistics shown on the left.

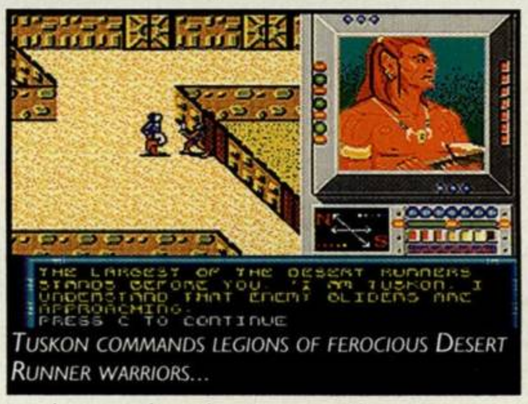
A team of six ready-made characters permanently occupies one of the saved game positions on the Buck Rogers cartridge, but they're only there for the use of impatient adventurers. Setting up your own team is easy enough and is really the only way to get the most out of the game.

NEO forces are made up of human soldiers and two races of genetically-engineered humanoids, named Desert Runners and Tinkers. Each race has characteristics which make them suited to one of four particular careers, either rocket jock (pilot), warrior, medic or rogue (an expert in sabotaging security systems). Humans are versatile enough to turn their hand to any task within the service, while the hardy Desert-Runners specialise in being warriors or rocket jocks and the Tinkers can only play as medics. It's important to have at least one medic, one rogue and one rocket jock in the party as they have inherent skills which other characters cannot learn.

The extent of each character's abilities are determined in the standard role-playing manner, by rolling simulated dice. Once your character has the right combination of stamina, dexterity, etc you get to name him before moving on to the next.

DIGITAL PERSONALITIES

Although the standard party has six members, they occasionally come across other characters who join up with them temporarily. In battle, these 'Digital Personalities' (or DPs) fight alongside the main group, sometimes acting independently (as is the case with the Buck Rogers character who appears in the fourth mission) but usually putting their weapons and skills at your disposal.



Tuskon commands legions of ferocious Desert Runner warriors...

...whom he puts at your disposal in the ensuing battle.

DOING BATTLE

As in a board game, combat in Buck Rogers is via a system of rounds in which each character takes his turn to attack. When a character becomes active he gets the option to move or target his weapon and fire. Alternatively you can set the character onto Quick Combat, which hands control to the Megadrive and lets a player fire and change weapons automatically, choosing targets according to the percentage likelihood of scoring a hit.

A successful shot takes hit points from the target's quota, as indicated by an energy bar and when a character's bar is completely gone, he is out of the battle until healed by a medic or someone with first aid skills.

If any of your team survive the fight, they get the pick of their dead opponents' weapons and armour and have their wounds healed.

ONCE THE ENEMY HAS SPOTTED THE TEAM, THE SCREEN SHOWS A CLOSE UP OF THE BATTLEFIELD. HERE WE SEE ROHGAH AND HIS BRAVE LADS FIGHTING OFF SIX RAM WARRIORS IN AN ATTEMPT TO CAPTURE THEIR SCOUT CLASS CRUISER AND EARN SOME CASH.

ACTIVE CHARACTER
DISPLAYS THE CURRENT CHARACTER'S NAME, THE WEAPON HE HAS READY FOR FIRING (IN THIS CASE A ROCKET PISTOL) AND HIS HIT POINTS BAR. ROHGAH IS CURRENTLY AT FULL STRENGTH.

TARGET
SELECT THE ENEMY SOLDIER WHO'S CAUSING YOU PARTICULAR PROBLEMS THEN TRAIN YOUR CHARACTER'S WEAPON ON HIM AND FIRE.

MOVE
IN NULL GRAVITY MOVEMENT IS RESTRICTED BY THE CHARACTER'S ZERO-G MANOEUVRING SKILLS, SO IT'S WORTH SPENDING TRAINING POINTS ON IT

QUICK COMBAT
PUTS THE CHARACTER UNDER AUTOMATIC CONTROL UNTIL YOU PRESS START TO RELEASE HIM.

WAIT
PUTS OFF THIS CHARACTER'S TURN UNTIL EVERYONE ELSE IN THE TEAM HAS FIRED, MOVED OR WHATEVER.

END THE TURN
SPEAKS FOR ITSELF REALLY. ENDS THE CHARACTER'S TURN AND GIVES SOMEONE ELSE A GO.

STAR WARS

After the second mission, the team is given a captured RAM spaceship, the Maelstrom Rider, to fly them around the solar system, which would be fine were it not for all the other, potentially hostile, RAM ships (and the odd Mercurian vessel) patrolling the area.

When an enemy ship approaches in interplanetary space, you are given the options of hailing it (so you can try intimidating them or bluff them into believing that you're a RAM force–this requires a Rocket Jock skilled in fast talking), fleeing or attacking.

Choose to attack and you're confronted with this screen. The ship in the window is the enemy, and the blob displays around it indicate the stability of its four vital systems. As with ground combat, each character takes his turn to fire the ship's weapons, heal the team (if he's a medic) or fly the ship and repair damage (if he's a Rocket Jock).

Maelstrom Rider is armed with three weapons, K-Cannons (the most powerful, but the least accurate), missiles and beam lasers (the least powerful, but the most accurate). Each weapon can be aimed at one of the opposing ship's four systems so you can concentrate on knocking out its engines, or simply destroying it by hammering away at the hull.

It's best to disable an enemy ship rather than obliterate it, because you can then capture it and claim salvage money. However, this isn't as easy as it sounds, because your team has to board the enemy vessel, fight their way through the crew and capture the engine room or the bridge, or both!

ENEMY DAMAGE DISPLAY
THESE FOUR DISPLAYS SHOW THE STRENGTHS OF EACH OF THE ENEMY SHIP'S FOUR SYSTEMS. COLOUR IS AN INDICATION OF DAMAGE – GREEN SYSTEMS ARE UNDAMAGED, YELLOW HAVE SUFFERED MINOR DAMAGE, RED ARE ON THE POINT OF FAILURE AND DARK SYSTEMS ARE COMPLETELY GONE.

ACTIVE CHARACTER
IT'S TUPH AND HE'S A WARRIOR, SO DON'T EXPECT HIM TO HEAL ANYBODY OR FLY THE SHIP.

KNOW YOUR ENEMY
DISPLAYS THE RANGE TO THE ENEMY SHIP, AND THE CHANCE OF HITTING YOUR TARGET AT THAT RANGE.

STATE OF REPAIR OF MAELSTROM RIDER'S WEAPONS AND CONTROLS.

FIRE
AUTOMATICALLY. TARGETS AND FIRES THE WEAPON OF YOUR CHOICE

TARGET
LETS YOU AIM THE WEAPONS AT A PARTICULAR SYSTEM ON THE ENEMY SHIP.

STATE OF REPAIR OF MAELSTROM RIDER'S ENGINES AND HULL.

MARK'S COMMENT

If there's one thing the Megadrive is short of it's decent RPGs. Fortunately the imbalance is being rectified, starting with Buck Rogers. It has all the necessary features of a really good RPG, such as an excellent plot and truck loads of puzzles. The first missions are somewhat slow, but once you've completed them, the battery-save feature means that you , never have to play them again. The control system is very well thought out, and the countless keys that were needed on the computer version have been replaced with a revised control system that's easier to use than the original, and fits very well on the Megadrive control pad. My only gripe is that space combat takes too long, and can be really boring. Apart from that though, there's very little to fault. This is without a doubt one of the best RPGs for the Megadrive and an essential cart for any collection.

WEAPONS AND ARMOUR

NURSEY IS CARRYING...

Aerosol gas grenade	Poison antidote	Heat Gun
Grenade launcher	Heavy battle armour	Stun grenade
Demolition charge	Martian needle gun	Laser pistol

READY WEAPON BOX
A Venusian needle gun in this case.

EYEWEAR BOX
Here, Anti-dazzle goggles

ARMOUR BOX
Currently battle armour with shields

THE TEAM
Put the cursor over another team member to switch to their inventory display. You can also pass items from one character to another by placing the cursor over it then moving it to the relevant character. The 'greyed-out' characters have their hands full so don't try offloading useless weapons onto them.

NUCLEAR APOCALYPSE
Grab any item you want to discard and place it over this icon to get rid of it forever.

CASH STATUS
This shows the entire team's pooled funds.

SPECIAL EQUIPMENT
In this case, it's an electronic counter-measures package.

There are three ways to equip your team. Weapons and armour are available from the depots in space stations, though the best stuff comes at a price. It's cheaper and easier to either look for equipment in enemy store rooms or just to scavenge it from the bodies of recently deceased foes. The best equipment is not manufactured on Earth, so if the team comes across Martian, Venusian, Mercurian, or best of all, Lunarian goods, they should snap 'em up straight away.

TRAINING FOR LIFE

TRAINING POINTS
Alot these to your chosen courses to train in those particular skills.

DEMOLITION
Quite simply, this is the ability to successfully plant explosives and make things explode.

CAREER SKILL
Trains the character in his own chosen career. Here, Wally the Warrior learns about leadership.

PERCEPTION
Apparently, characters with this skill under their belts may spot things other members might miss.

STEALTH
The ability to sneak up on your enemies unawares and hide from danger.

ZERO GRAVITY MANOEUVRING
This increases a character's ability to move in null gravity, a skill which is essential in battle.

CLIMBING
Improves the character's chances of making it to the top of a ladder or rope.

FAST TALKING
Just the thing for convincing RAM spaceship captains that you're on their side.

PROGRAMMING
Comes in handy when you need to reprogram an enemy security system or other computer.

LIBRARY SKILLS
Helps a character find information, should he find himself in a spaceport library.

Every time the team wins a battle or succeeds at some particular task the individual responsible or the team as a whole receives experience points. These build up until they get the opportunity to trade them in for improved skills via training. As well as training them in their chosen career, you can bolster their more specialist skills which they may well need for the next mission. For instance, it's wise to train someone in fast talking and rocket repair before launching the Maelstrom Rider on the peril-packed flight to the asteroid belt for mission three.

FIRST AID
The ability to give medical aid to injured team members on the battlefield. Worth having.

ROCKET REPAIR
Repair skills come in useful after a battle when the Maelstrom Rider has been heavily damaged.

Warriors get to specialise in the use of a particular weapon every two levels. Wally here has plumped for the power of the rocket pistol.

Trading in experience points at a spaceport gym or Salvation Station bumps up your characters skills and health points.

THE LEGENDARY BUCK ROGERS

Good grief! It can't be! It's Buck Rogers, and he's here to help you escape from captivity in Talon's pirate ship.

Ooh boy, look at all those evil pirates. Two of the team are already out of action, and only the super-tough, Lunarian-equipped Colonel Rogers has a hope of survival!

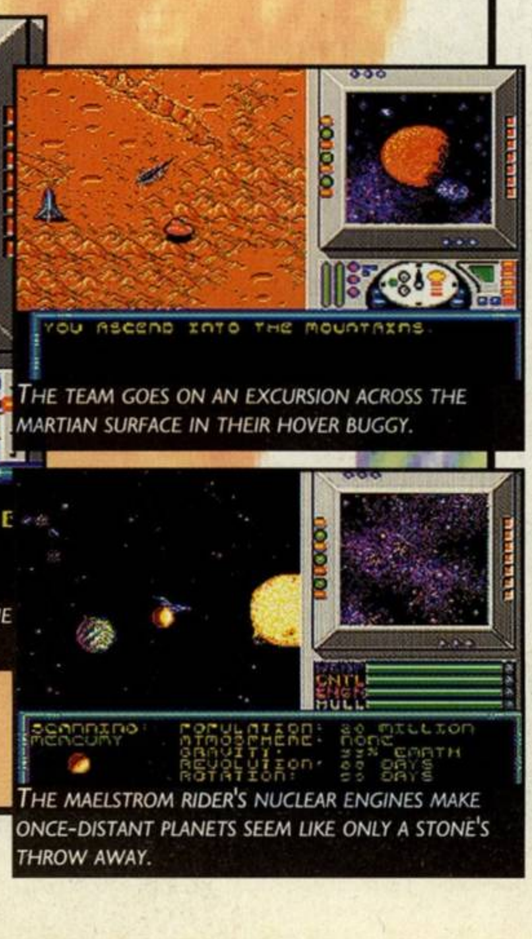
Colonel Rogers himself appears only seldom in the game, but when he does show up he certainly makes an impact. You first meet him on the fourth mission, when he springs the team from the brig of Talon the pirate's ship, then helps them escape. Buck is an extremely strong and highly skilled character who is made even more formidable by his arsenal of top quality Lunarian weapons, and suffice it to say that you would not be able to finish this stage without his help.

Watch out also for Buck's good friend Wilma Deering, who usually makes her first appearance in a spaceport bar.

PAUL'S COMMENT

This doesn't look too smart to begin with, but don't be fooled, because Buck Rogers is one of the most enjoyable Megadrive RPGs I've played. Playing it made me think of those Fighting Fantasy adventure game books, but of course this is on a much larger scale. Like those books, the puzzles require you to make simple choices, and although you're always led through an obvious plot, that's not really a flaw because the plot is so extensive and is actually quite gripping anyway. I don't usually enjoy these games much, but once I'd got into it this one it had me hooked for ages. Don't miss it.

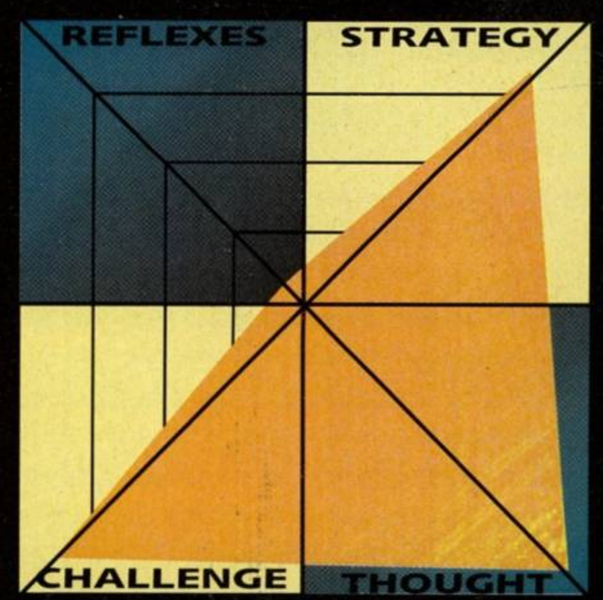
AIEE! Slavering RAM Experimental Combat Gennies attack! But as soon as you twist the last connection on the controls they'll be asphyxiated by argon gas.



The team goes on an excursion across the Martian surface in their hover buggy.

The Maelstrom Rider's nuclear engines make once-distant planets seem like only a stone's throw away.

BUCK ROGERS



% RATINGS

0 50 100

PRESENTATION
88%
EFFECTIVE CONTROL SYSTEMS AND BATTERY SAVE FOR THREE GAME POSITIONS.

GRAPHICS
76%
GAME GRAPHICS ARE A BIT BASIC, BUT THE OCCASIONAL CUT SCREENS ARE WELL DRAWN.

SOUND
58%
AWFUL MUSIC, BUT THE SAMPLED SOUND EFFECTS ARE ENTERTAINING.

SHORT TERM PLAY
93%
ONCE YOU'VE GOT INTO IT, YOU'LL BE COMING BACK TO IT AGAIN AND AGAIN.

LONG TERM PLAY
90%
LOADS AND LOADS OF SPECIAL MISSIONS TO KEEP YOU GOING FOR AGES.

MEGATECH RATING
91%
ONE OF THE BEST MEGADRIVE RPGS MONEY CAN BUY.

FORMAT 4 M-BIT

REVIEW

TURBO OUTRUN

BY SEGA

PRICE: TBA

PLAYERS: 1

GAME TYPE: DRIVING

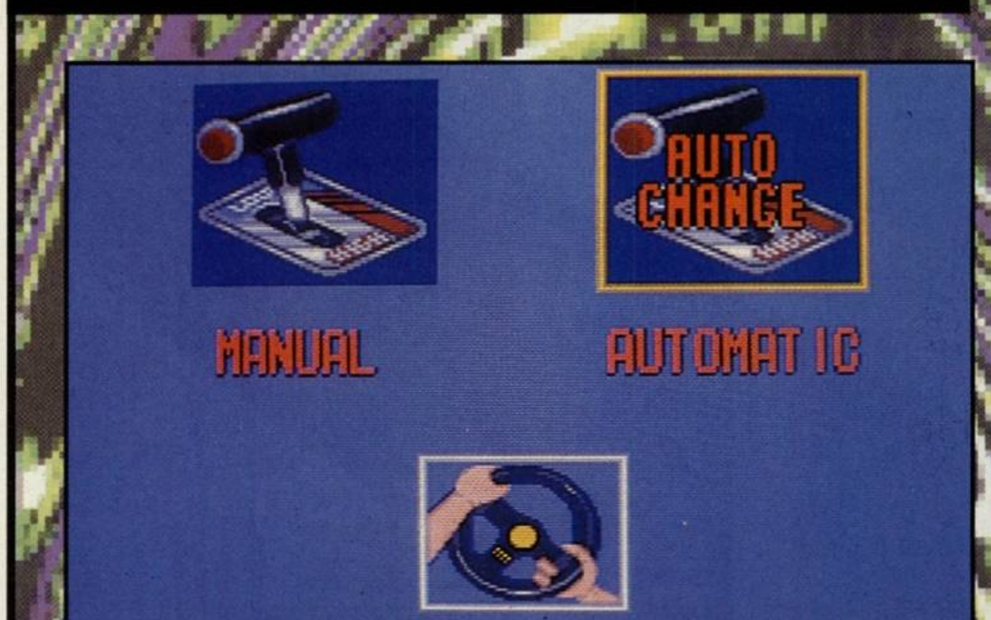
CONTINUES: 0

SKILL SETTINGS: 5

What a life, being the world's top road-race driver. Having just won millions by driving around California in the illegal OutRun race, what did you do? Buy a nice house and give up work forever? Invest it all and make stacks more cash? Give it all to charity? Nope, you've blown it on a custom-made convertible Ferrari F40 and entered this year's Trans-America OutRun tournament.

Once again you have decided to face the most tortuous roads in the world, but this time you're not just driving for money. Your arch-rival will be right behind you in his Porsche, and if he beats you through too many of the state check-points, your girlfriend will leave your car and join him as he drives off into the sunset! Even worse, if you don't make it to the end of the stage before the timer at the top of the screen runs out you'll be disqualified and lose everything!

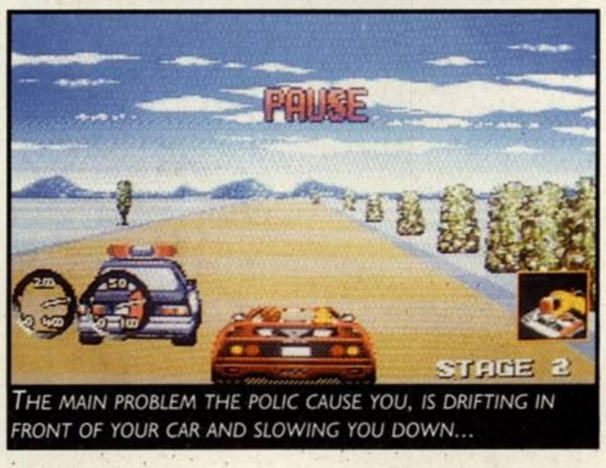
CHANGING GEAR FOR FUN AND PROFIT



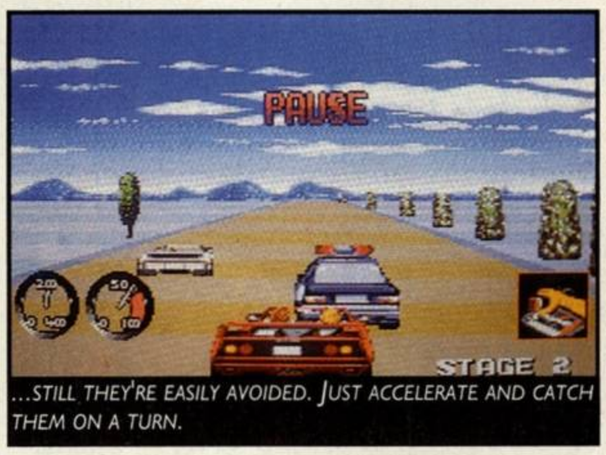
THE MEGADRIVE'S GRASP OF GEAR-CHANGING LEAVES MUCH TO BE DESIRED. YOU'RE BETTER OFF WITH THE MANUAL MODE

At the start of the game you are given a choice of manual or automatic gear-change. Naturally automatic is easier to use, but you don't quite get the acceleration of a manual shift, and unfortunately the computer has an annoying tendency to shift down on just about every corner, so it's best avoided, even by beginners.

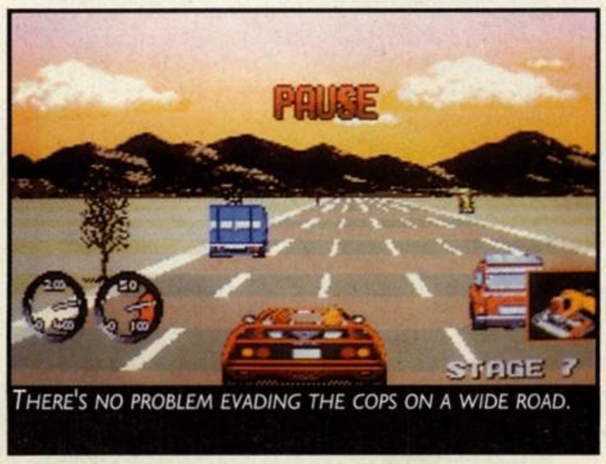
TWO POINTS ON YOUR LICENCE



THE MAIN PROBLEM THE POLIC CAUSE YOU, IS DRIFTING IN FRONT OF YOUR CAR AND SLOWING YOU DOWN...



...STILL THEY'RE EASILY AVOIDED. JUST ACCELERATE AND CATCH THEM ON A TURN.



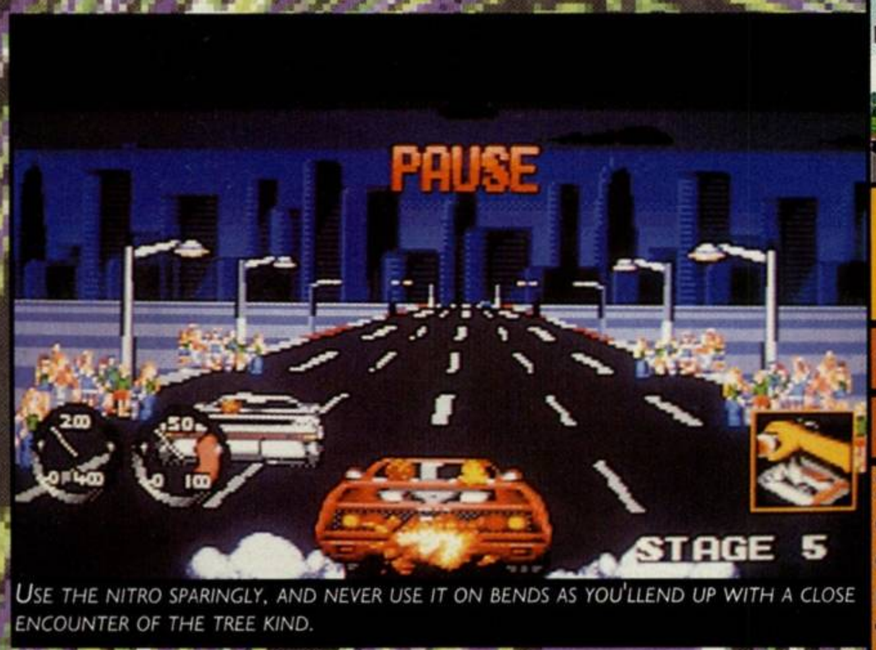
THERE'S NO PROBLEM EVADING THE COPS ON A WIDE ROAD.

The police are also wise to your racing antics and after failing to catch you in the first game they've been equipped with turbo-charged cars and are hot on your tail. When they catch up with you there are two things you can do, either slow down to the legal speed limit until they go away (and thereby waste valuable seconds), or floor the accelerator and try to shake them off, which is no mean feat considering their top speed.

MARK'S COMMENT

This a fine example of how not to do something because it most certainly is not the way to produce a driving game. The most important element of any race game is a sensation of speed, which is the very first thing you'll notice is missing from this game. The next thing you notice is the appalling collision detection, then the nasty controls vie for attention alongside the bland backdrops and the dire sound pipes up and you really know you're onto a loser. Actually I'm quite impressed that Sega have managed to underwhelm the original Outrun. In short, this is not a driving game. It's a tragedy on wheels.

TURBO POWER!

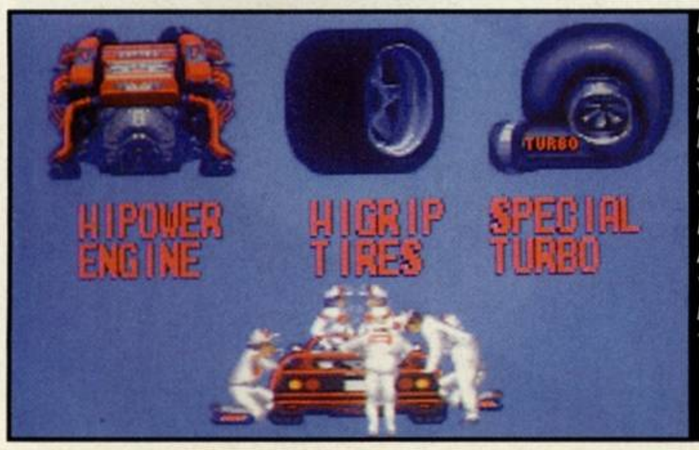


USE THE NITRO SPARINGLY, AND NEVER USE IT ON BENDS AS YOU'LLEND UP WITH A CLOSE ENCOUNTER OF THE TREE KIND.

The customisation of your automobile didn't stop at the smart bodywork. Your engine has also been updated, and given a nitro-injection turbo. This handy widget pumps an ultra-flammable chemical into your carburettor on demand, thus providing you with unrivalled acceleration. Trouble is, this has a tendency to damage your engine, so although your nitro supply is unlimited, should the OVERHEAT light twinkle, you know it's time to stop your turbo japes.

COLLECT THE SET

Completing four stages of Turbo Outrun is an achievement which does not go without reward. It earns you a handy upgrade kit to bolt onto your car. Firstly there is an engine boost which increases your maximum speed to quite some extent. There is also a super nitro-injector which upgrades the effectiveness of your turbo without placing further strain on your engine. Lastly, and probably most useful, are the hi-grip tyres. These improve the handling of your car no end.



EXTRA SPEED IS WHAT YOU SHOULD BE AIMING FOR. WHO NEEDS HI-GRIP TYRES WHEN IT'S SPEED YOU'RE AFTER? BLOW THE MICHELIN MAN, YOU NEED THE ENGINE AND THE TURBO ASAP.

ALTERNATIVELY

SUPER MONACO GP

PRICE: £34.99

BY: SEGA

Sega's smash hit coin–op on a cartridge, with the bonus of car customising and management aspects. Probably the best racer on the Megadrive.

MEGATECH RATING:94%

PAUL'S COMMENT

I must be one of the many people who were hoping that this game would make up for its pleasant, but over-easy predecessor. It doesn't though. The sprites may look nice on the still shots, but the sparse backgrounds and dire scrolling smother any potentially realistic sensation of speed or 3D movement. The sound is also very poor but Turbo Outrun really drives off the cliff when it comes to playability. Driving conditions are, to say the least, difficult, thanks to the syrupy controls; watch the gearshift icon in the corner of the screen and you'll see it takes a whole second for the stick to move from low to high! If you've ever played the arcade game, you'll remember that the stages were all quite long, if uneventful, but in this conversion they're extremely short and uneventful, and only a few seconds after you hit Louisiana you're across the state line in Texas. If there were ever any ardent fans of the arcade game this will disappoint them, and I would like someone to take it away now please.

TURBO OUTRUN

% RATINGS

0 50 100

PRESENTATION

41%

A DISTINCT LACK OF OPTIONS, POOR TITLE SCREEN, NO INTRO AND POOR IN–GAME PRESENTATION.

GRAPHICS

49%

NICE SPRITES, SHAME ABOUT EVERYTHING ELSE.

SOUND

39%

FLAT, BLAND AND UNINSPIRING TUNES AND EFFECTS MAKE THIS AURAL NOUVELLE CUISINE.

SHORT TERM PLAY

42%

AS SOON AS YOU SWITCH ON, YOU KNOW YOU'VE MADE A MISTAKE.

LONG TERM PLAY

38%

NO VARIETY BETWEEN LEVELS, UNSTABLE DIFFICULTY SETTING, AND NO COMPULSION TO KEEP PLAYING.

MEGATECH RATING

41%

ONE OF THE WEAKEST MEGADRIVE RACING GAMES YET.

FORMAT 8 M-BIT

REVIEW

ALISIA DRAGOON

BY SEGA/GAME ARTS

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

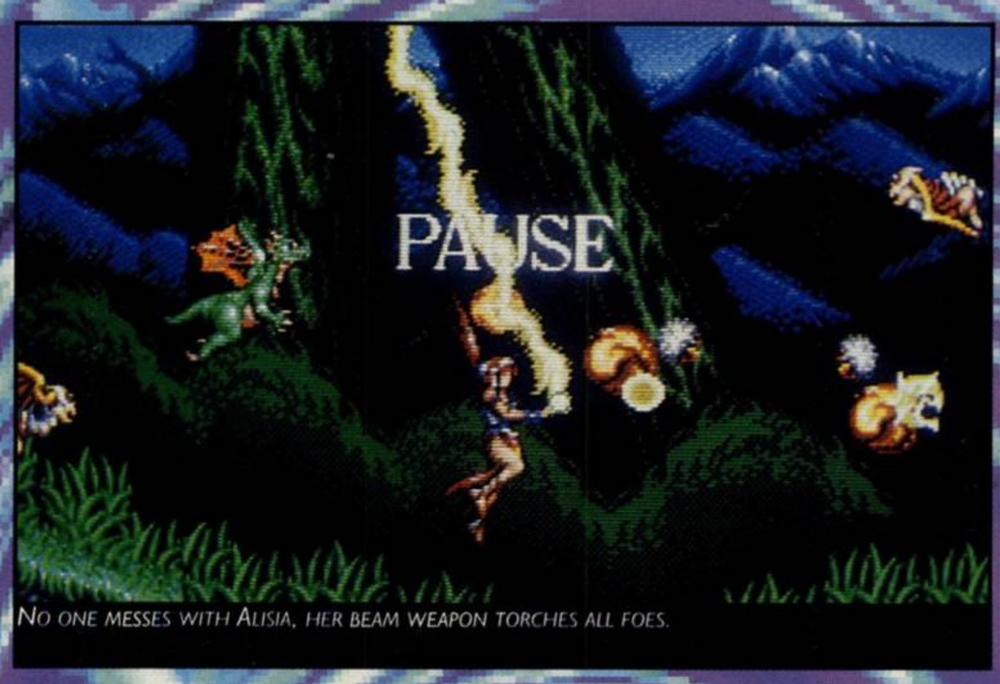
CONTINUES: 3

SKILL SETTINGS: 2

Alisia is a girl who lives in a Fantasy Land. This doesn't mean she stares out of the window and dreams about Big Fun all the time. Fantasy Land is a far-flung dimension where peace and tranquility are the norm. Or at least they were until recently, when the Dark Lord and his minions took over and caused a major bad scene all round.

Luckily Alisia escaped the clutches of this evil-smelling monstrosity, and now, with the help of her four friendly dragons, she must stalk the multi-directionally scrolling platform environment of the Fantasy Land dealing destruction to the undead minions of the Lord, before laying the big man to rest and restoring harmony to the world.

BEAM ME UP



NO ONE MESSES WITH ALISIA, HER BEAM WEAPON TORCHES ALL FOES.

DRAGON'S ALWAYS COME IN HANDY WHEN IT COMES TO DOLING OUT EXTRA BEATINGS.

CHOOSING THE RIGHT DRAGON FOR THE RIGHT JOB IS IMPORTANT.

Alisia's main armament is her magical force beam. This searing bolt of energy homes in on the nearest enemy then destroys them utterly. This useful piece of kit starts off quite powerful, but it's possible to power it up to untold strength in two ways. First off, grabbing certain icons builds up the strength of your weapon to make it that bit more effective. The second and easiest way to do the job is not to fire. The longer you leave your beam before dis charging it, the higher the power indicator climbs. Should it reach the top, one press of the fire button is enough to unleash an electric maelstrom of smart bomb proportions, leaving a pile of pure desolation in its wake.

HAVE A DRAGON THIS

Despite Alisia's magical prowess, she would still have a great deal of trouble defeating the Dark Lord if it weren't for her scaled chums, the Dragons. Alisia has four of these at her command, each with its own abilities. Every individual dragon has their own power and life bars. Icons can be grabbed which boost both of these, but separate dragons are powered up and healed individually. This means you must take care not to favour one of your dragons - if they cop, you've had your chips.

RED WYVERN

Although this starts off as a mere dragon dwarf in the power stakes, grabbing a few dragon-ups transforms him into the hardest lizard-descended combat utensil around.

YELLOW SALAMANDER

This sleek, hungry pet spits boomerangs of energy which explode on contact with Alisia's enemies. He starts off quite strong and powers up quite slowly, so his abilities are more or less constant throughout the game.

THE LIVING FIREBALL

This loyal dragon destroys enemies by crashing into them and setting them alight. Trouble is, every time he does this he injures himself, resulting in eventual death! This self-sacrificing suicide can only be stopped by making sure his energy bar is regularly topped up, and switching to a new dragon should things get dangerous.

GREEN DRAGON

Although his fireballs are very powerful–even more so once a few icons have been grabbed–he only bothers to spit them out every now and again. This isn't so bad against some end-of-level bosses, but for regular play you're best off with one of the others.

MARK'S COMMENT

A platform blaster in which the player starts off armed with a homing laser sounds like a sure-fire recipe for over-easy gameplay and subsequent boredom. However, this problem was obviously foreseen by the designers and they included sufficient enemies and ultra-rock-hard bosses to ensure that it's not at all plain sailing. Unlike other similar games, there's just as much emphasis on platforming as there is in blasting the monsters and that gives Alisia Dragoon feel a bit like an Alex Kidd game with attitude. Smart graphics, plenty of action and long-lasting gameplay make this well worth a trip to the software shop.

THIS WAY TO SPECIAL SECRET ROOM!

If there's one thing Alisia Dragoon isn't short of, it's secret rooms. Every level is stuffed full of concealed caverns, hidden tunnels and invisible doors. Finding these is easier than you may think. For instance, if you are descending down a rocky stairwell, try jumping across to the opposite face. Often you pass straight through the rocks into a secreted cavern. Sometimes, rooms are hidden within rooms! Fire your weapon and try all the walls (and the ceiling) and it's possible you may find yet another alcove! You may think this is something of a palaver and will get in the way of the game, but once you've found one you'll see why it's such a good idea. All the rooms are stuffed with handy floating magic pods. Break these open with your weapon and watch the power-ups cascade around you. Should you be unfortunate enough to die during a level, finding a couple of these can bring your dragons right back up to full power again!

SOME SECRET ROOMS ARE MORE OBVIOUS THAN OTHERS, IT'S JUST A MATTER OF TRIAL AND ERROR.

WHEN YOU DO FIND ONE, YOU CAN EXPECT IT TO BE FULL ODF BONUSES.

THERE ARE ALSO SECRET ROOMS INSIDE SECRET ROOMS, AGAIN IT'S JUST A MATTER OF LOOK ING FOR THEM.

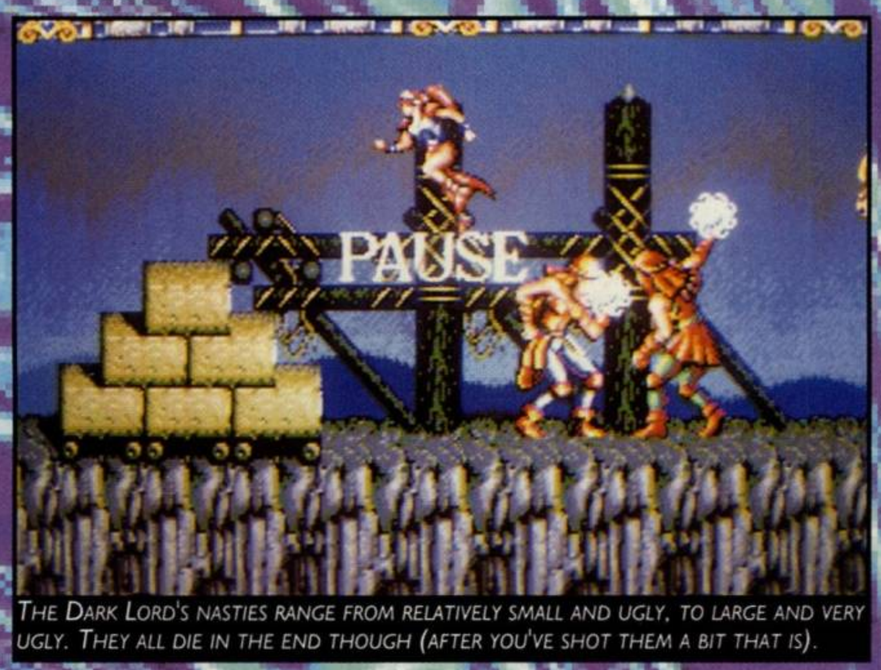
AT HOME WITH THE DARK LORD

The Dark Lord might look a bit odd, but he's risen above this to amass quite a following of pals. Mind you, none of those are too appealing either. The standard is set by the first guardians, two giant zombies. This decaying duo like nothing better than teleporting around the screen casting energy bolts at you! These are swiftly followed by an huge – and hugely grotesque – serpent of doom. This scaly horror leaps out of a pool of murky water straight at you in an attempt to cause much damage.

PAUL'S COMMENT

Of all the Megadrive 'Magic Warrior Women On Platforms' games (Valis, Devil Hunter, El Viento, etc) this is the most playable. Alisia Dragoon's basic gameplay is nothing new, but by use of some clever ideas (not least of which are the fantastic dragons) and plenty of depth, the programmers have come up with a top quality piece of software. It's not an easy game, either, and even with Alisia's beast-seeking lightning going at full belt it's no picnic, mainly because The Lord of Death has a vast queue of harpies, swordsmen, you name it, lining up to pile on screen and cause her serious grief. All that challenge and loads of secret screens adds up to plenty of long-lasting gameplay, so this is a game that should keep most players going for a fair while.

D OF DEATH



THE DARK LORD'S NASTIES RANGE FROM RELATIVELY SMALL AND UGLY, TO LARGE AND VERY UGLY. THEY ALL DIE IN THE END THOUGH (AFTER YOU'VE SHOT THEM A BIT THAT IS).

ANOTHER ONE OF THE DARK DEALER IN DEATH'S DEMONIC MINIONS, FOR YOUR DELECTATION AND DECAPITATION.

ALTERNATIVELY

TURRICAN

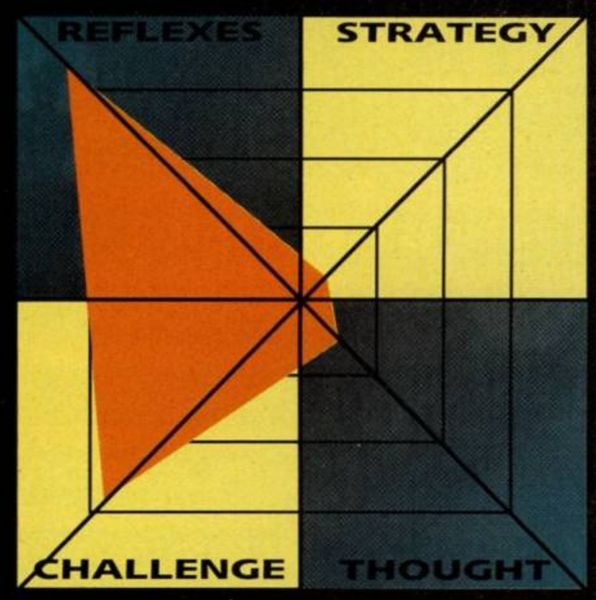
PRICE: £34.99

BY: ACCOLADE

Turrican's blend of platform and shooting action is similar, but it suffers from annoyingly over-difficult gameplay.

MEGATECH RATING:73%

ALISIA DRAGOON



% RATINGS

0 50 100

PRESENTATION

83%

SOME OPTIONS TO FIDDLE WITH, AND GREAT ATMOSPHERICS THROUGHOUT THE GAME.

GRAPHICS

94%

VERY DETAILED AND SMOOTHLY ANIMATED SPRITES BACKGROUNDS. A VISUAL TREAT.

SOUND

80%

THE TUNES TEND TO BUBBLE UNDER THE ACTION RATHER THAN ADD TO IT. EFFECTS ARE OK.

SHORT TERM PLAY

84%

THE SIMPLE CONTROL METHOD MAKES IT EASY TO GET INTO, AND IT'S ADDICTIVE FROM THE START.

LONG TERM PLAY

89%

IT'S A LONG-LASTING GAME WITH LOTS OF EXTRA THINGS TO DISCOVER AND SECRETS TO FIND.

MEGATECH RATING

88%

ALTHOUGH NOT ORIGINAL, ALISIA DRAGOON IS IMPLEMENTED IN AN INNOVATIVE AND FRESH STYLE, MAKING IT VERY ENJOYABLE TO PLAY.

FORMAT 4 M-BIT

REVIEW

WANI WANI WORLD

BY KANEKO

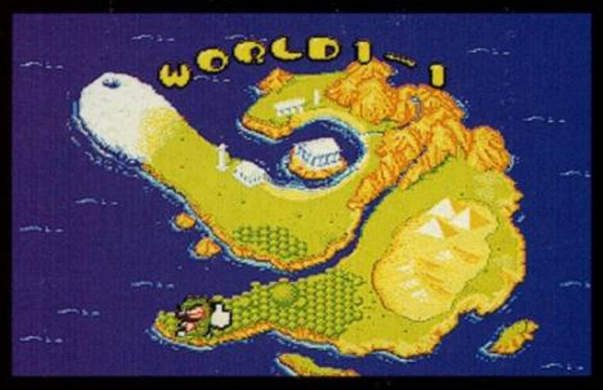
PRICE: IMPORT

PLAYERS: 1–2

GAME TYPE: PLATFORM

CONTINUES: 3–5

SKILL SETTINGS: 3



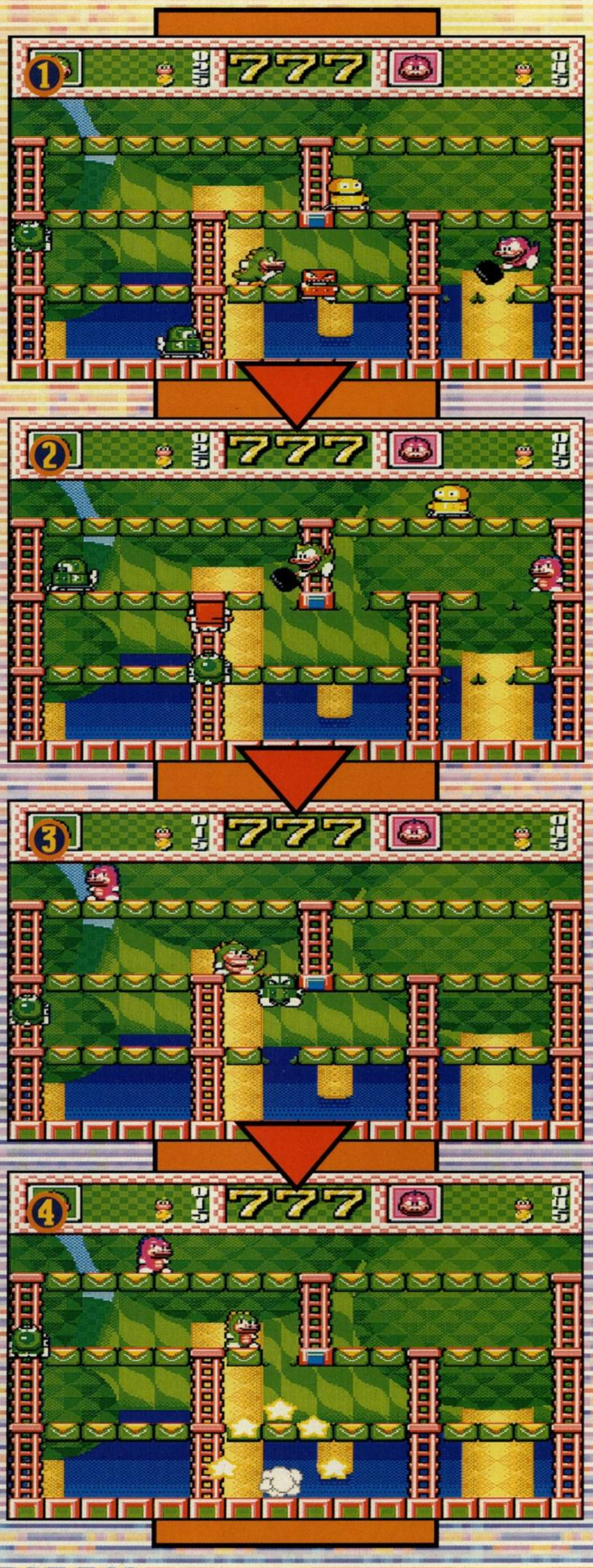
Let us take you back to a time when flares were just starting to go out of fashion, large afros were being shorn and Michael Jackson hadn't discovered plastic surgery. It's 1980 and a game called Space Panic is hooking people everywhere. The object is simple–avoid the aliens, then destroy them by smashing holes in the ground, luring the creatures in, then smashing them through.

Now, twelve years later, Kaneko have brought this format right up to date in Wani Wani World. The basic gameplay remains unchanged, but many new features have been bolted on along with a new line in cute graphics. It's divided up into six worlds, forest, desert, mountain, wastes, ruins and beach, each of which is made up from seven static screens, and a final scrolling stage where the boss resides.

Wani Wani World is only available on import, and there are no plans for an official version.

HURT 'EM HAMMER!

Braining the various level-denizens with hammers has no effect, so our dinosaur heroes have to destroy them by first bashing a hole through a platform, then, when a creature stumbles in, help gravity take its course by smashing them through. When a creature bites the dust it explodes into a cloud of stars which destroy nearby monsters, as well as extra bonuses.



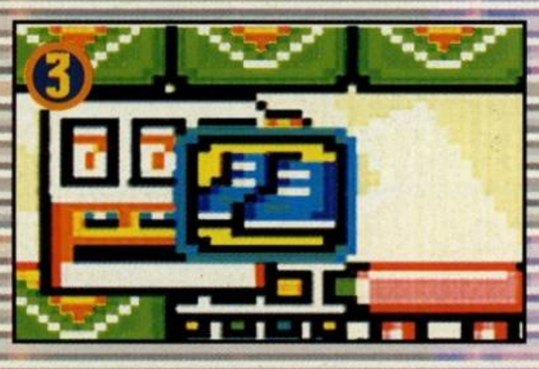
1. Smash a few holes in the lowest platform.

2. Race up and smash a few more in a the next platform up.

3. Now you can either smash him through, and collect your extra bonus...

4. Or hang on for something to fall into the hole below, and collect a really big bonus.

OPTIONAL EXTRA



If the unfortunate creature falls through two or more platforms, or lands on one of it's cohorts, it leaves behind a special bonus such as:-

1. **BOM** - As the name, but not the spelling, suggests it's a bomb. Exceedingly useful as it can wipe out all life on up to half the screen.

2. **CANNON BALL** - Drop this and it crashes through all destructible platforms wiping out any life-forms it touches.

3. **TRAINERS** - You have no chance of outrunning any creature unless you collect these, then dino becomes like Ben Johnson on steroids.

4. **HAMMER** - Power-up your mallet by collecting these so you can wipe out two or three blocks in one hit.

5. **STAR** - Results in 20-second spree of invincible action for the beleaguered dino who collects it.

6. **EXTRA LIFE** - Get two or three BARS on the fruit machine and enough extra lives to make a cat look sappy will be yours.

7. **CONTINUE** - Rare, but welcome. These give you an extra credit (you'd never have guessed that, would you?).

GIRLY WORLD

THE EYES DON'T HAVE IT THIS TIME, BUT IF A SMILE STOPS YOU'LL STILL BE IN LINE FOR A HEALTHY BONUS.

Complete a level and you get to play one of the most bizarre bonus games ever. It can only be described as design-a-girl. Facial features whiz across the screen, starting with the head, and you have to click a button to select a piece, then hope that it's the one that stops. The object is to create a happy face, which isn't too difficult as miserable parts are definitely in the minority. If it's judged happy enough, bonuses galore descend from the heavens.

FRUITY HAPPENINGS

WHEN YOU HIT THE JACKPOT ON THE FRUIT MACHINE, STAND IN THE MIDDLE TO COLLET MOST OF THE BONUSES.

Occasionally when you dispose of a monster, a fruit machine appears. Collect this and the fruit machine display at top of the screen goes whirring round. If two or three of the same symbol show up you get a massive amount of bonuses, although the exact content depends on the symbols that come up. Most of the time you receive points, with the occasional power-up, if you get BARS or 7s though, you're guaranteed to see it raining extra lives.

MARK'S COMMENT

Although there's nothing really outstanding about it, I really liked Wani Wani World. It's easy to progress through the levels, and it remains interesting, despite the fact that the objectives are the same throughout. As you can see from the screen shots, the nasties have a cliched wackiness about them, which is a little tiresome, but excusable under the circumstances.The later levels have a slight puzzle edge to them which adds to the gameplay, and leaves you trying to work out the best strategies for each screen. The guardians are large and attractive, but apart from their attacks and, obviously, the graphics, you can use the same tactics on each. The two-player mode adds an extra dimension, it's just a pity you can't nobble your partner. This is a diverting and addictive little number which is well worth checking out.

THE BIGGER THEY ARE...

The screen starts scrolling as you approach a guardian, and if you're not quick enough you'll end up coming off the top or bottom, depending on which way it's going, at the cost of a life. Finally you reach the world guardian who has to be bashed through the platforms several times before it finally dies. Because they're larger than your average creature, you have to smash a very large hole.

THE GORILLA ONLY TAKES A COUPLE OF BLATS TO DESTROY

Each boss has two types of attacks, one short and one long-ranged. The gorilla at the end of world one tries to flay you with glowing whip, then swings around the screen in an attempt to crush you with his sizable anthropoid butt. World two ends with a scorpion, who attacks with pincers and its sting, as well as using its tail, in the way a helicopter uses its rotor, to enable it to travel up the screen once you've knocked it down. Following that, on levels three and four are a rather large hedgehog and a worried looking ball that's about as fearsome as Percy Sugden.

THE SCORPION CAN BE AVOIDED BY HIDING AT THE TOP OF THE LADDERS BEHIND THE SCORE PANEL, DOESN'T HELP YOU BEAT IT THOUGH.

TWO-PLAYER MODE

THERE ARE ENOUGH CAKES TO KEEP MR KIPLING IN CHERRY BAKEWELLS FOR SEVERAL LIFE-TIMES.

Plug in an extra joypad and the game automatically switches to the simultaneous two-player mode. The biggest advantage is that one player can go around making the holes and the other can devote themselves to smashing creatures through them. There are, however, no extra bonuses, so there's the invariable scramble when something decent appears.

PAUL'S COMMENT

It's Nostalgia Time again, and while I'd prefer programmers applying their talents to coming up with something new, there's no denying that this is good fun. There's not a great deal of variety between the levels, but there's a good bit of scope for learning the tactics which earn big points and the two-player action is terrific (though, as Mark says, it's a shame you have to play as a team rather than by flattening your opponent and stealing his bonuses). The only potential fly in the Wani Wani ointment is the fact that the game is really too easy, which is fine for junior Megadrivers, but more accomplished players had better start by playing on one of the tougher levels if they want their money's worth.

ALTERNATIVELY

RAINBOW ISLANDS

PRICE: IMPORT

BY: TAITO

More cute graphics in this quality coin—op conversion, although here you use rainbows instead of hammers.

MEGATECH RATING:86%

THANKS!

THANKS TO CONSOLE CONCEPTS (0782 712759) FOR LENDING US THE CARTRIDGE USED FOR THIS REVIEW.

WANI WANI WORLD

% RATINGS

0 50 100

PRESENTATION

65%

NO ATTRACT MODE, A FEW OPTIONS, AND VERY LITTLE ELSE.

GRAPHICS

77%

SUPERBLY CUTE, AND THERE'S AN UNBELIEVEABLE AMOUNT OF STUFF ON SCREEN.

SOUND

80%

CUTE TOONS AND SPOT EFFECTS.

SHORT TERM PLAY

87%

EXTREMELY ADDICTIVE, ESPECIALLY IN TWO PLAYER MODE.

LONG TERM PLAY

70%

QUITE EASY AND BECOMES REPETITIVE ONCE YOU GET FAR IN.

MEGATECH RATING

80%

PLAYABLE AND FUN. WELL WORTH A LOOK.

FORMAT 8 M-BIT

REVIEW

KID CHAMELEON

BY SEGA

PRICE: £34.99

PLAYERS: 1—2

GAME TYPE: PLATFORM

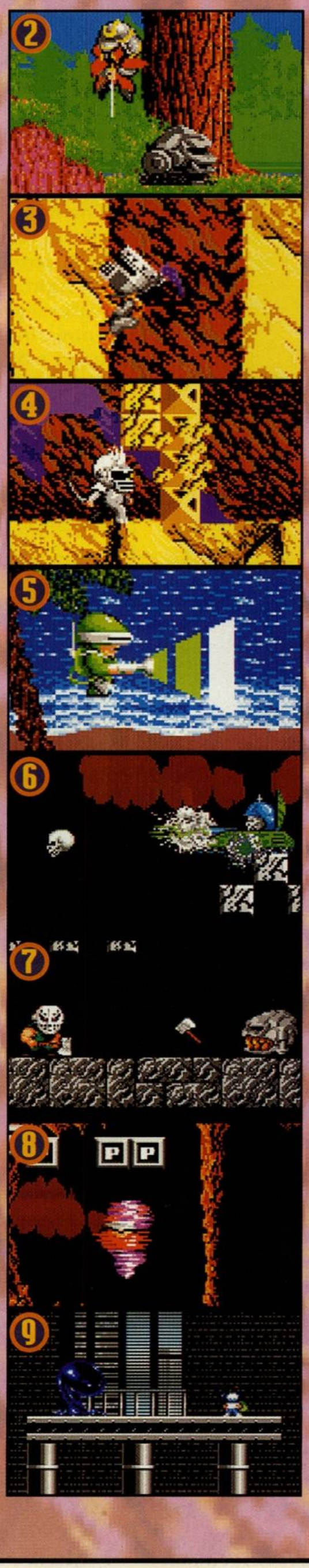
CONTINUES: 3

SKILL SETTINGS: 1

There's a new coin-op in town, a holographic one which produces graphics so realistic that the game's boss has actually come to life and has started kidnapping any players who fail to beat him. Luckily, there's one player in the neighbourhood with the skill to enter the game, take on the boss and rescue his prisoners, and the name of this bad brother is Kid Chameleon.

Kid's nickname originates from his remarkable ability to change his appearance and abilities just by putting on a new hat. Fortunately there are lots of different hats and helmets hidden in the game, and so, armed with this mystical power, he has to negotiate a series of multi-directional scrolling, platform-type levels, solving puzzles and generally kicking butt where and when he finds it. Like a certain other video gaming/plumbing hero of Italian descent, Kid can knacker his enemies by bouncing on their heads, but with certain hats come lethal weapons which save him the trouble.

HEAVILY-BUFFED HELMETS



Kid's video-gaming powers are increased mightily whenever he pops a block and finds a new helmet to wear. In a flash of small-scale pyrotechnics he changes into one of the heroes below, each of whom has a different special power.

A new helmet provides extra protection for Kid's youthful bonce, as depicted by the extra energy points which appear at the top right of the screen. When Kid runs into a bad guy he loses on point of energy, and when they've all gone his helmet disintegrates and he's back to being ordinary old Kid.

1 NORMAL MODE - 2 HITS
He's fast, he's agile, he can swing up onto platforms from below, but with only two energy points he's very vulnerable, so look out for some head gear.

2 SAMURAI - 3 HITS
An armoured hat, a pointy sword. This is the first attacking character you come across. He's fine for close combat.

3 KNIGHT - 5 HITS
Instead of having a weapon the knight has distinctly unchivalrous climbing abilities. Could you imagine King Arthur and his mountaineering knights of the round table?

4 DEATH-SKULL RAMMING HELMET - 3 HITS
If you can't climb 'em you might be able to go through 'em. Collect this helmet, put your head down, and charge spikes-first at walls in an attempt to demolish them.

5 LASER BLOKE - 3 HITS
Collect this futuristic garb and you'll be transformed into a laser-wielding, green death machine. Handy, but appears only once in a blue moon.

6 TANK COMMANDER - 3 HITS
Another hat that appears only seldom. Equips Kid with a skull-firing tank which is "just the thing".

7 PSYCHO - 3 HITS
Fresh out of Friday 13th, this guy comes complete with hockey mask and throwing axes. Very useful, and, amazingly, appears quite regularly.

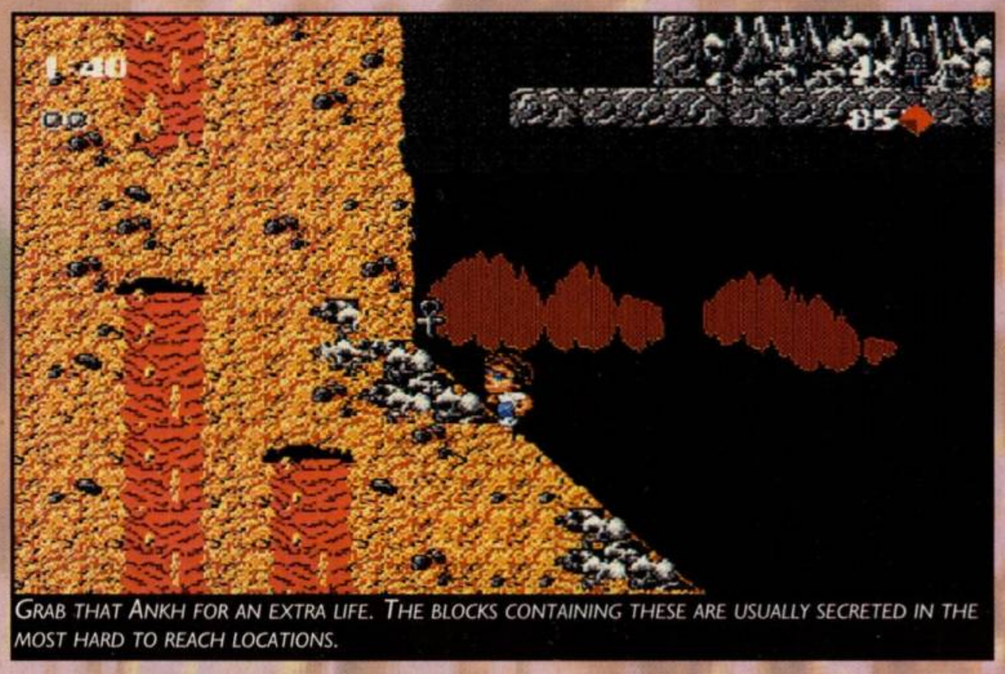
8 MERCURY - 3 HITS
Rare, but this winged cap gives Kid C the power to transform into a flying whirlwind of death (which is a little difficult to control).

9 THE FLY - 3 HITS
This helmet miniaturises Kid and gives him a set of wings, which increase his jumping abilities, and sticky feet which let him stick to walls.

P'S IN THE VALLEY

If Kid hits a 'P' block it releases a delicious bonus for Kid to grab. Most release a crystal which goes into Kid's "Extra Credit" collection (99 of these buys him another continue). Also encased in the stones are extra time bonuses, extra lives (these are very hard to come by) and of course the magic helmets.

There is also a liberal scattering of invisible blocks throughout the game. In fact the scattering is so liberal that a quick leap practically anywhere reveals a hidden bonus of some sort.



GRAB THAT ANKH FOR AN EXTRA LIFE. THE BLOCKS CONTAINING THESE ARE USUALLY SECRETED IN THE MOST HARD TO REACH LOCATIONS.

EXTRA TIME IS COMMON, ALTHOUGH YOU ONLY REALLY NEED IT ON THE LATER LEVELS, WHICH ARE LONG, AND GIVE YOU A VERY STINGY TIME LIMIT.

WALK INTO THE FLAG TO COMPLETE THE LEVEL. YOU COULD ALWAYS HANG AROUND AND SEARCH FOR HIDDEN BLOCKS THOUGH.

WALL OF DEATH

YOU REALLY NEED TO BE ANOTHER CHARACTER ON THIS LEVEL AS YOU OFTEN FIND YOURSELF HAVING TO CRASH THROUGH NASTIES BECAUSE THERE ISN'T ENOUGH TIME TO DESTROY THEM.

The first time the player's skill is really tested in Kid Chameleon is about halfway through the game on the Island of the Warrior. The problem here is a gigantic wall of knives and spinning death-blades which inexorably moves from left to right, so the only way to survive is to keep running. Naturally the level is polluted with nasties, pitfalls and disappearing platforms to slow you down and give you first hand experience as to what being mincemeat actually feels like.

This has to go down in history as one of the most frustrating levels in the history of Megadrive gaming. You're guaranteed to end up pounding the table, joypad, Megadrive and anyone who comes too close while you're trying (and usually failing) to complete this stage.

ESCAPE THE WALL OF DEATH AND YOU'VE GOT THE CRYSTAL WORLD TO LOOK FORWARD TO. GIGANTIC SNOWBALLS RAIN DOWN AND COST THE KID AN ENERGY POINT EVERY TIME HE'S HIT.

THE FLY HELMET FIRST APPEARS ON THE SEWER LEVEL, WHERE IT COMES IN VERY HANDY.

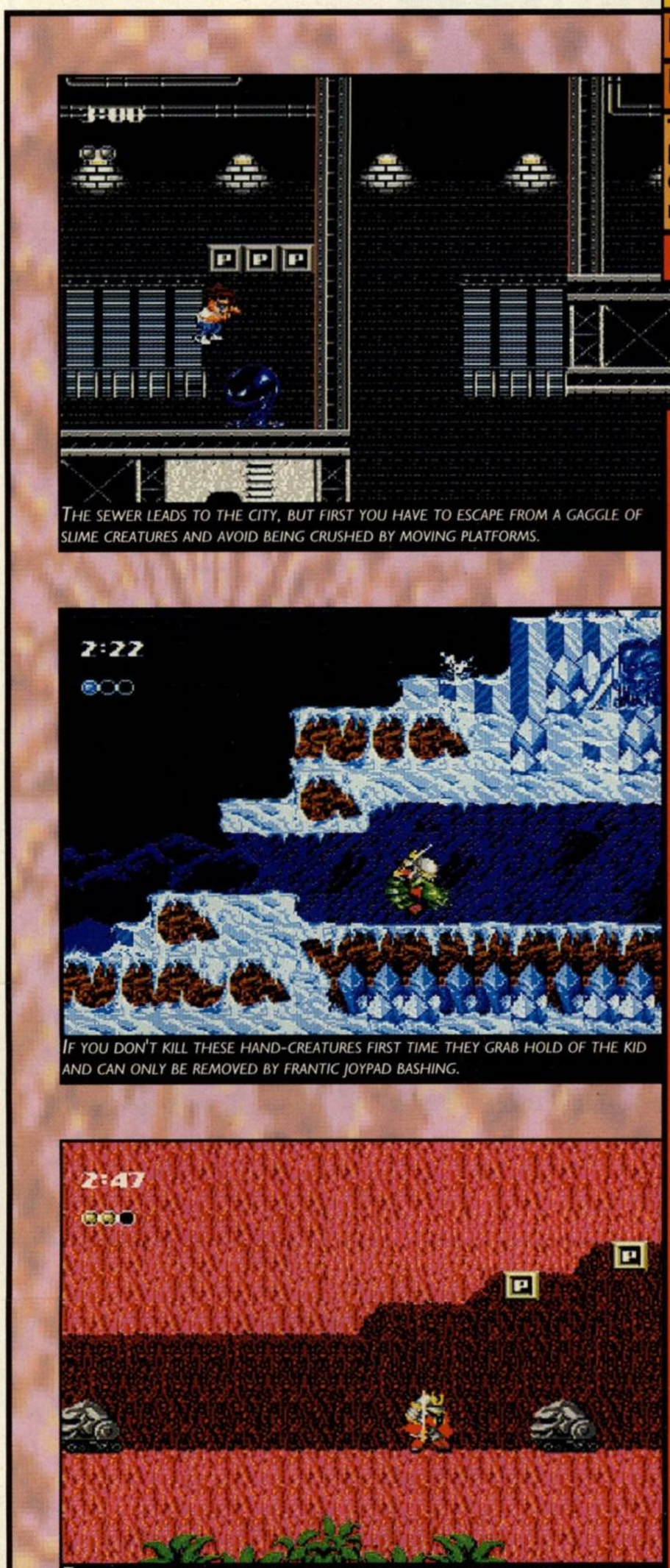
IF YOU CAN'T STAND THE ICKY YELLOW SKY, THIS LEVEL HAS LOADS OF UNDERGROUND PASSAGES.

MARK'S COMMENT

Kid Chameleon's character-changing aspect makes it quite a promising title, but it was only when I'd gone halfway through the game on my first go that I found out how dull the game really is. The levels are varied, but there are hardly any nasties and you're lucky if you encounter more than half a dozen per stage. This would have led me to believe this was a game aimed at younger players, but if that were the case why is it incredibly easy for the first eight levels until the almost-impossible wall of death bit appears and then it settles down again for the subsequent stages. Overall Kid Chameleon is a nice idea spoiled by poor execution.

2-PLAYER MODE

You and a buddy can play one after the other, with one or two control pads. There are no advantages or disadvantages to be gained from the extra person, apart from having your concentration interrupted when it's their go.



THE SEWER LEADS TO THE CITY, BUT FIRST YOU HAVE TO ESCAPE FROM A GAGGLE OF SLIME CREATURES AND AVOID BEING CRUSHED BY MOVING PLATFORMS.

IF YOU DON'T KILL THESE HAND-CREATURES FIRST TIME THEY GRAB HOLD OF THE KID AND CAN ONLY BE REMOVED BY FRANTIC JOYPAD BASHING.

THSES ROCKMONSTERS ARE SLOW, BUT HAVE FLIP-TOP HEADS WHICH OPEN UP TO REVEAL A RATHER LARGE GUN.

THE DRAGONS MAY BREATH FIRE, BUT THEY LOOK MORE DANGEROUS THAN THEY REALLY ARE.

ALTERNATIVELY

DECAPATTACK

PRICE: £34.99

BY: SEGA

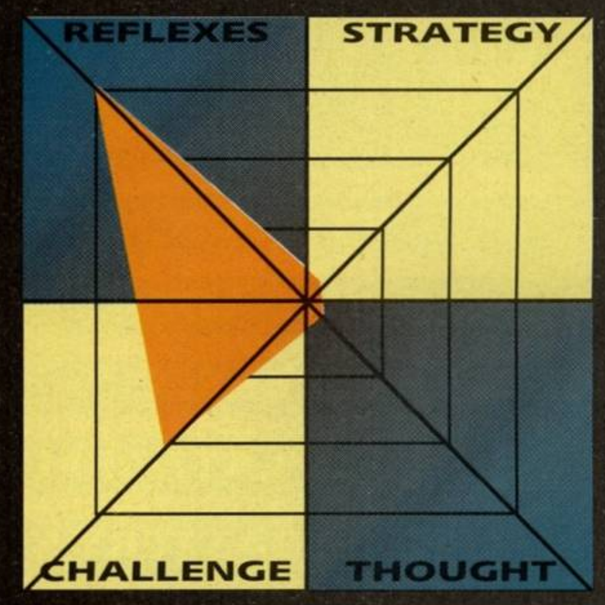
This rather whacky platformer has gameplay much like Kid Chameleon's (except that it's much more fun).

MEGATECH RATING:82%

PAUL'S COMMENT

Hmmm. Kid Chameleon is an okayish sort of game, but what I didn't like about it was that it was just a bit too easy and dull. Though there's quite a bit of variety in the scenery, the action is not what you could call pulse-racing (except perhaps for the Wall of Death bit) and Kid's various guises don't actually make that much difference to the gameplay – a potentially good idea wasted, I think. There are loads of levels, but after completing about a dozen of them on my first go it was a chore to have to go over the same ground again and again, especially as it wasn't much fun the first time around. Kid Chameleon isn't a terrible game, but there are so many better platform games on the Megadrive that I wouldn't like to recommend it.

KID CHAMELEON



% RATINGS

0 50 100

PRESENTATION

60%

A DECENT ATTRACT SEQUENCE, BUT A VERY BASIC SET OF OPTIONS, LACKING EVEN A SKILL SELECT!

GRAPHICS

65%

THE SCROLLING IS GOOD. THE BACKDROPS AND SPRITES ARE MASTER SYSTEM-ESQUE, THOUGH.

SOUND

78%

GOOD TUNES AND A FEW SMART SAMPLED EFFECTS.

SHORT TERM PLAY

77%

ADDICTIVE TO BEGIN WITH, AND IT'S VERY EASY TO GET A LONG WAY INTO THE GAME QUICKLY.

LONG TERM PLAY

60%

A BIT TOO EASY, AND REPLAYING LEVELS IS MOST DULL.

MEGATECH RATING

64%

PLENTY OF POTENTIAL, BUT KID CHAMELEON TURNS OUT TO BE NOTHING SPECIAL.

FORMAT 8 M-BIT

REVIEW

WONDERBOY IN MONSTERLAND

BY SEGA

PRICE: TBA

PLAYERS: 1

GAME TYPE: PLATFORM/RPG

CONTINUES: BATTERY SAVE

SKILL SETTINGS: 1

Wonderboy's cherubic looks belie his experience of life's pitfalls and miseries. This is the boy whom, whilst still in nappies, had his soul-mate kidnapped by a demon king and now he returns from a hazardous, dragon-slaying quest to find his home town has been overrun by a host of evil monsters hailing from the mountainous caverns situated nearby. What can the boy do but gird his loins (whatever that means) and join battle once more?

Previous Wonderboy games have pivoted more on conventional platform gameplay but all this changes with the advent of this latest instalment in the saga. As he must be knocking on for four or five by now, the lad has learned how to talk to the people he meets on his travels. As you may expect, this puts more of a role-playing emphasis on the proceedings, but there's still plenty of sword-swinging combat and platform-leaping jumpery to keep you occupied.

WHAT'S MY LINE?

WONDERBOY'S GIFT OF THE GAB MEANS HE CAN NOW BUY EXTRA WEAPONS FROM SHOPS.

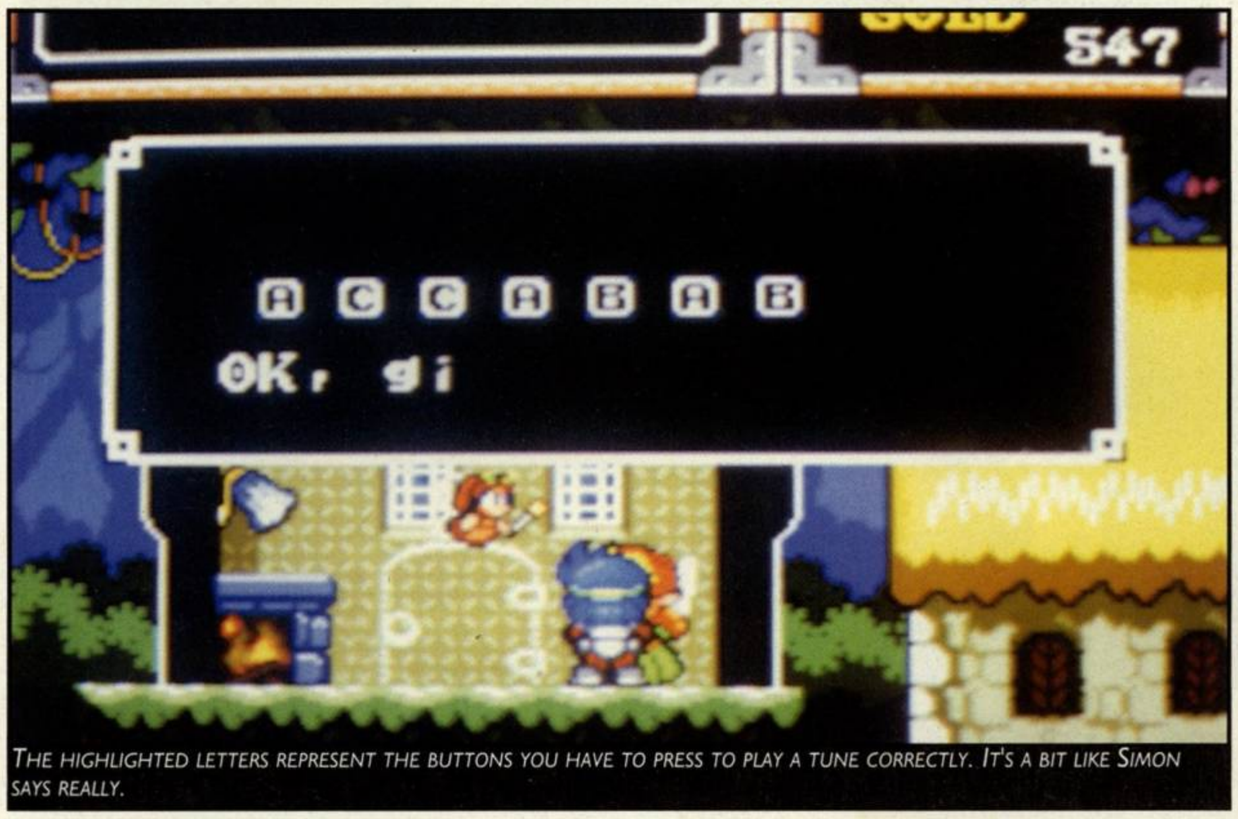
TALKING TO PEOPLE LETS WONDERBOY FIND OUT INFORMATION ABOUT HIS QUEST.

Each of the non-monster characters you meet up with have their own lines of conversation. Some of these contain cryptic (or not-so-cryptic) clues about what you should do next. However, although chatting to people may yield essential information, they may just blah on about the weather as there are also a number of conversational red-herrings and dead-ends thrown in to keep you on your toes. Some characters have a number of lines which change should you accomplish certain tasks, so it's not just knowing who to talk to that counts, it's when to talk to them and how often as well.

MARK'S COMMENT

The Japanese version of Wonderboy in Monster Land came in on import a while ago and the masses of Japanese text ruined it completely, so I wasn't sure what to expect from the official version of the game. Fortunately, I needn't have worried as Monster Land is a fine blend of puzzles, role-playing and platform combat. It might not look or even sound particularly special, but the small graphics and weak sound effects don't disgrace the excellent gameplay at all. The real hook factor of Wonderboy is the great blend of styles which, although it could have been a disaster, result in a highly absorbing, entertaining and challenging game. If you fancy giving your brain a bit of a workout as well as your fingers grab Wonderboy in Monster Land as soon as it hits the shelves.

SONIA "GIVES IT LOADS!"



THE HIGHLIGHTED LETTERS REPRESENT THE BUTTONS YOU HAVE TO PRESS TO PLAY A TUNE CORRECTLY. IT'S A BIT LIKE SIMON SAYS REALLY.

The most useful character in the entire game, other than Wonderboy himself, is his new "pal" Sonia. It is Sonia who first reveals the whereabouts of the Cloud Kingdom (where Queen Elenora is found). She also brings the importance of the Ocarina to your attention. The Ocarina is a musical instrument used to open doors in the monster headquarters. Only by using this can Wonderboy find the evil Myconid and free the captive villagers. Sonia also tells you where the Ocarina is found, and once you have it she also teaches you how to play it! This is done by mastering sequences of button presses, with each button corresponding to a different note. What a star, eh?

ALTHOUGH SONIA IS HANDY TO HAVE AROUND, SHE'S ALSO A LITTLE BIT LIPPY. SHAME YOU CAN'T FIND A GAG.

IF THE SHOPS OUT OF SOMETHING YOU USUALLY HAVE TO WAIT AROUND FOR THEM TO RE-SUPPLY.

PINK FAIRY QUEEN

YOUR LITTLE WINGED COMPANION IS FAIRY ENOUGH WHEN IT COMES TO LENDING A HELPING HAND.

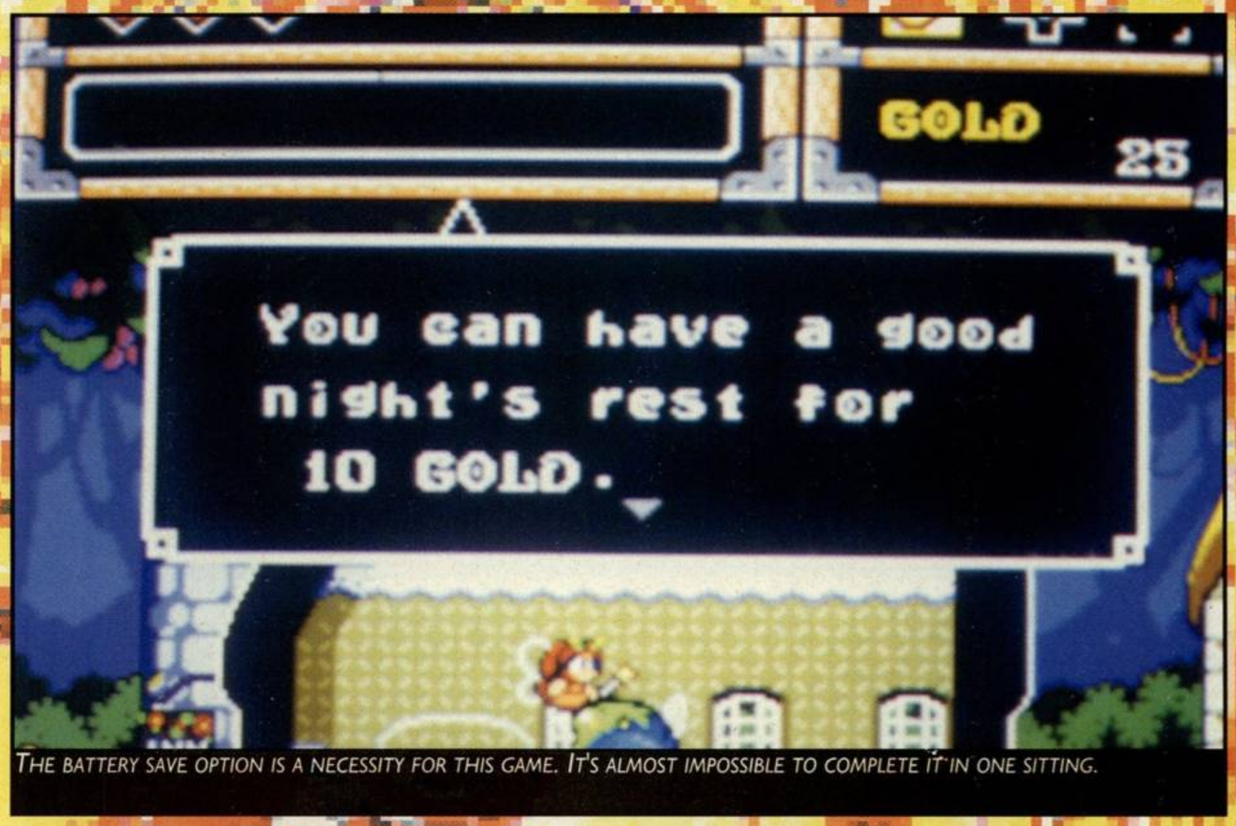
IT'S ESSENTIAL THAT YOU FIND ELENORA AS SOON AS POSSIBLE.

Queen Elenora of the Cloud Kingdom is another of the game's useful characters. She presides over a nation of fairies living in a secret dimension which can only be reached through an extra-secret entrance in the village. Should you find Elenora (it's not all that hard, one of the villagers gives you a clue) she bestows the services of her top fairy upon you. Unfortunately, fairies are not known for their combat prowess and all the winged wonder can do in a ruck is hover above enemies' heads and shower them in twinkling lights. Luckily, she does have a habit of dropping life-regenerating hearts at opportune moments so it's a good idea to keep hold of her.

SEARCH THE VILLAGE FOR ELENORA AND CLUES RELATING TO HER PRECISE LOCATION.

GREAT SAVE

Situated on the outskirts of the village is the inn. Although sleep should be the last thing on Wonderboy's mind, it does have a couple of useful features. Firstly, for ten gold pieces your lovely hostess will, er, give you a room for the night (which will restore all your energy). Secondly, your game can be saved from here to be continued at your leisure. Wonderboy is quite a big game too, so saving your position every so often is a smart idea. Thirdly, should you feel tired of your quest the inn is the place to quit. Firstly save your game and you are then presented with the option of whether or not to continue in the morning, thus saving you the tricky task of flicking the "off" switch.



THE BATTERY SAVE OPTION IS A NECESSITY FOR THIS GAME. IT'S ALMOST IMPOSSIBLE TO COMPLETE IT IN ONE SITTING.

SMASHING, SUPER, MAGIC

CALL UP YOUR SPELL LIST TO SEE WHAT YOU'RE CAPABLE OF CASTING.

SELECT YOUR SPELL AND BLAT YOUR OPPONENT.

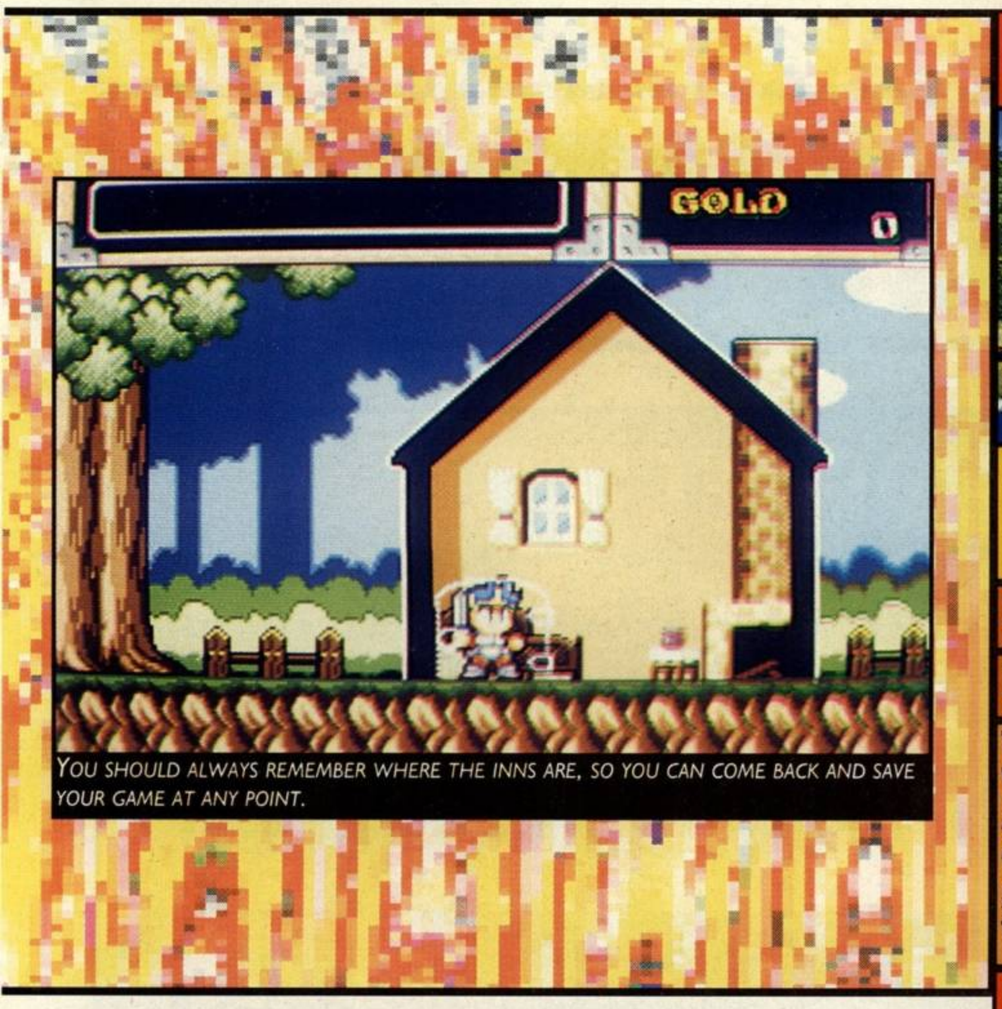
Since his first adventure, Wonderboy has dropped skateboard practice in favour of learning the magical arts. So far he hasn't learned any spells as such, but the potential for learning a mighty six rites has been instilled into him. Spells are learned simply by talking to the right people. It's pretty easy to see who it is because they're generally dressed like a witch or other magician (eg short with no hair and an underaged wife). The spells Wonderboy may command are Firestorm (an offensive spells which launches enemy-seeking missiles), Thunder (another lovely offensive spell), Quake (third in the line of top quality offensive spells), Power (which, surprisingly, is used to increase the power of our lad the Wonderboy, Shield (guess what that does) and Return. This last spell comes into it's own on later levels, where much teleportation is the order of the day.

SLAYING BEASTS F

Like any good child of this consumer age, Wonderboy likes nothing more than a bit of shopping. However, not for him the usual trappings of childhood, Fisher Price toys and the like. Wonderboy prefers goods more along the lines of healing potions (available from the herbalist), various armours, shields and new weaponry. The best weapon available early on in the game is the spear. Although this cannot be used with a shield it has much better range than the short sword you start with and it can be spun in front of the boy to ward off nasties while causing them considerable damage.

Of course, these goods must be paid for but this is no problem. Killing monsters results in them turning into gold coins. Collect enough of these and your money worries are over!

NATURALLY, THE MAIN PURPOSE OF VIRTUALLY EVERY MONSTER TO IS BE HIT FOR SIX BY WONDERBOY.



YOU SHOULD ALWAYS REMEMBER WHERE THE INNS ARE, SO YOU CAN COME BACK AND SAVE YOUR GAME AT ANY POINT.

ALTERNATIVELY

SWORD OF VERMILLION

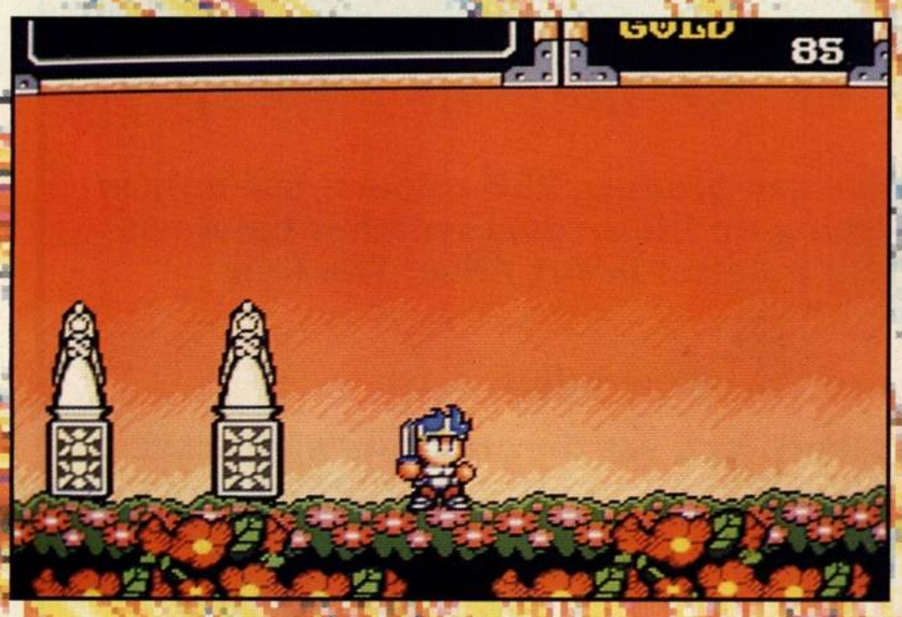
PRICE: £49.99

BY: SEGA

The closest alternative to Wonderboy in Monsterland. Although the emphasis is more on role–playing there are some great arcade–style scenes thrown in for good measure.

MEGATECH RATING:87%

OR FUN AND PROFIT



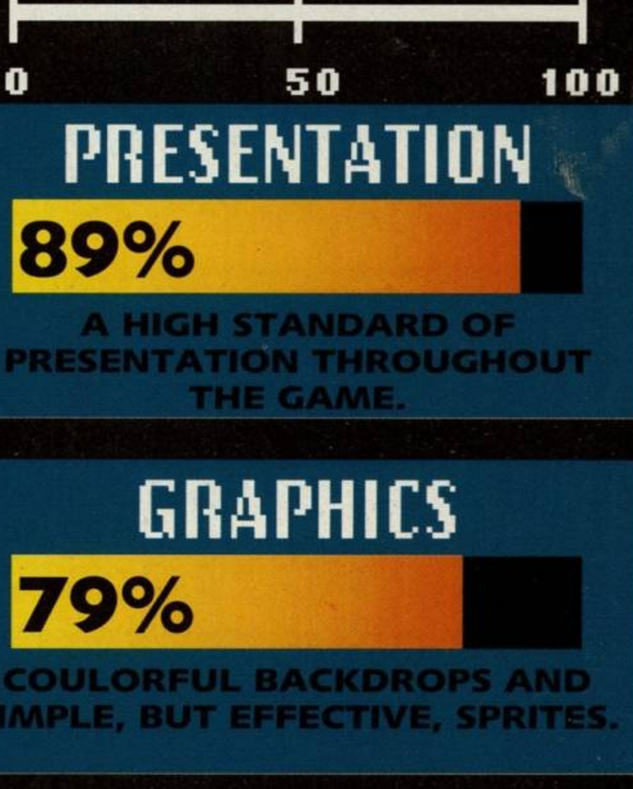
THE BACKGROUNDS AND WONDERBOYS' ADVERSARIES CHANGED RADICALLY DURING THE LATER STAGES OF THE GAME.

YOUR REFLEXES ARE OFTEN CALLED UPON TO NEGOTIATE DIFFICULT JUMPS.

PAUL'S COMMENT

I've always enjoyed the Wonder–boy ad–venture–type games, such as Wonderboy II and Wonderboy in Monster Lair (which is one of the best Master System games ever), and Wonderboy in Monster World continues the fine tradition. It's not a particularly brain–stretching game, but the graphics are pleasant enough and the gameplay is very enjoyable thanks to the variety and ingenuity of the puzzles. These aren't just the usual 'take this object to this position and drop it' and instead you have problems such as learning to play tunes on the ocarina to open musical locks. There's plenty of ground to cover in Monster World so you can expect to be playing this long enough to get more than your money's worth.

WONDERBOY IN MONSTERLAND



% RATINGS

0 50 100

PRESENTATION

89%

A HIGH STANDARD OF PRESENTATION THROUGHOUT THE GAME.

GRAPHICS

79%

COULORFUL BACKDROPS AND SIMPLE, BUT EFFECTIVE, SPRITES.

SOUND

76%

THE TUNES DO GRATE AFTER A WHILE, AND THE EFFECTS ARE WEAK; BUT OVERALL IT'S NOT TOO OFFENSIVE.

SHORT TERM PLAY

86%

EASY TO GET INTO STRAIGHT AWAY, BUT FULL ENJOYMENT WHEN YOU'RE WELL INTO IT.

LONG TERM PLAY

91%

INTEREST BUILDS THE FURTHER YOU GET INTO THE GAME, AND THERE'S LOADS OF GROUND TO COVER.

MEGATECH RATING

90%

WONDERBOY'S FINEST HOUR.

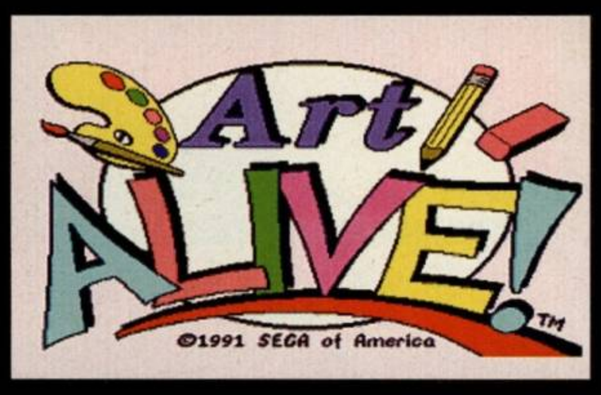
FORMAT 2 M-BIT

REVIEW

ART ALIVE!

BY SEGA

PRICE: £29.99

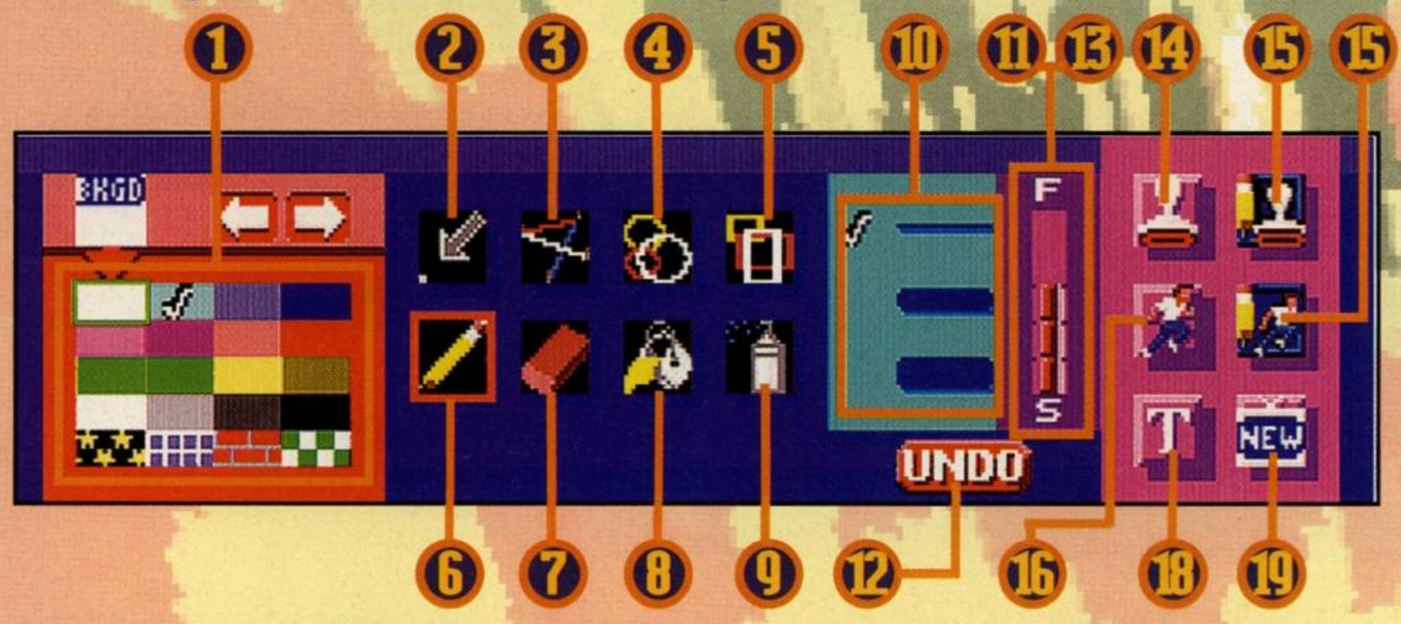


It surprises some people that the Megadrive, which has some of the most advanced graphics hardware in a console, has never had an art package which lets the punter produce his own pixel pics. But apart from its superb visual capablilities, the Megadrive isn't particularly well-equipped for this type of entertainment. After all, part of the fun of a computer drawing program is the ability to print out your favourite pictures or save them to tape or disk to show to easily-impressed relatives. Of course, you can't hook a printer up to the Megadrive, and to build up a portfolio of pics you'd need some kind of expensive, mega-memory, battery back-up cartridge. The other problem, of course, is that you really need a mouse to draw smart pictures, because an eight-way joypad usually results in hopeless Etch-A-Sketch-type scribblings.

Nevertheless, Sega have launched Art Alive, which lets the younger end of the Megadrive audience (whom the package is undoubtedly aimed at) to paint on the screen, create 'rubber stamps' and even dabble in some rudimentary sprite animation. Paul Glancey dons his dad's old shirt and investigates.

THE CONTROL PANEL

In Art Alive your brush is a cursor which puts colour wherever the D-button on your joypad sends it. The cursor also lets you change the brush into a number of other drawing tools via this control panel.



1. **THE PALETTE–The Megadrive can produce 256 colours, but only in palettes of 16 at a time. Clicking on the arrows switches between the eight preset 16-colour colour palettes in Art Alive. The four patterns are always the same.**
2. **CURVE–Draws arcs (always of the same radius, alas).**
3. **FREEFORM–Draws straight lines. You set the start and end point.**
4. **CIRCLE–Actually draws ellipses too. Difficult to use precisely, though.**
5. **RECTANGLE–Any four-sided, 90°-angled shape can be yours.**
6. **PENCIL–An eight direction marker. Might be useful for those isometric technical drawings.**
7. **ERASER–Rubs out nasty mistakes (and usually the bits you want to keep too)**
8. **FILL BUCKET–Place this in an enclosed shape and it fills it with the colour of your choice.**
9. **SPRAY CAN–Sprays spots randomly on the screen. A bit too randomly, actually.**
10. **PENCIL TIPS–Select one of three thicknesses for your lines.**
11. **SPEED METER–Speeds up or slows down the cursor.**
12. **UNDO–Undoes the last thing you did when you make a mistake.**
13. **SPEED CONTROL–Selects the cursor speed. A slower cursor is better when you're trying to work in detail.**
14. **STAMP–Pick one of Art Alive's 50 ready-made stamps from the stamp gallery.**
15. **CREATE STAMP–Design your own stamp to go in the stamp gallery.**
16. **ANIMATION–Select one of the predesigned animation sequences and set it going.**
17. **CREATE ANIMATION–Design your own four-frame animation sequence.**
18. **TEXT–Calls up the text cursor and lets you cycle through upper case letters.**
19. **NEW–Clears the screen or calls up one of six predrawn backdrops.**

THE STAMP COLLECTION

Built into Art Alive are 50 'stamps', small, ready-to-use pictures to stick on the pre-drawn backdrops or to liven up your own masterpiece. The selection consists of things like dinosaurs, animals, a car, an aeroplane, a spacecraft, a surfer, a skater and various symbols, and there are also pics of certain Sega characters, such as Sonic the Hedgehog and Toejam and Earl.

If you don't like the look of any of those, there's a blank stamp which you can redesign to your own taste, though Art Alive's crude drawing tools and oversized crosshair cursor make it extremely difficult to produce anything of the standard of the ready-made stamps.

WATCH OUT WALT DISNEY!

The animation tool lets you put the 'Alive' into your 'Art'. Built into the cartridge are nine ready-made, four-frame sequences of spaceships, Sonic the Hedgehogs and Californians for you to send flying/running/moseying around the screen indifferent ways

As with the stamp gallery, you can also create your own animation sequence. Hit the Create Animation icon and you're presented with the four frames which the program will cycle through while animating. Grab a stamp or draw a figure in each of the frames and subtly alter each one so that the figure will look like it's moving when you set it running.

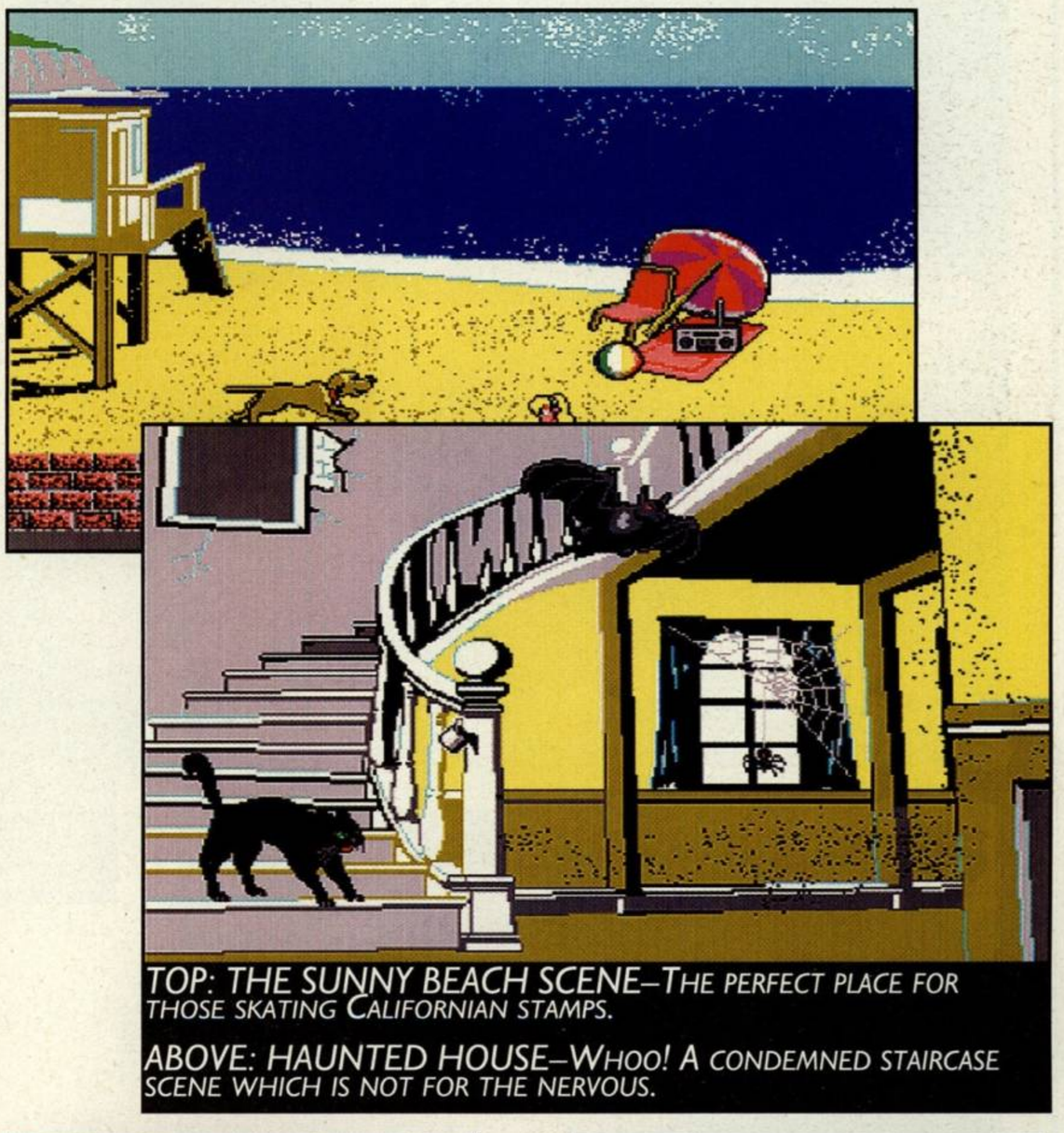
ROTATING FIR TREE BOY'S BIRTHDAY PARTY

How to create a hopeless animation.

1. **Click on the Create Animation icon.**
2. **Draw Rotating Fir Tree Boy in frame one.**
3. **Redraw him at different stages in his rotation for the other three frames.**
4. **Select a birthday-type scene and colour it in.**
5. **Select Animate, choose the Spinning Fir Tree Boy sequence and a path.**
6. **And watch Spinning Fir Tree Boy bounce and rotate around his birthday cake. Hooray!**

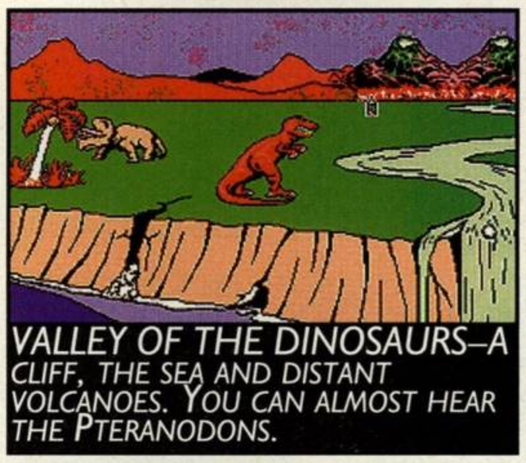
SCENE SHIFTING

Art Alive really requires no artistic qualifications whatsoever because you never need to draw anything from scratch! As well as pre-drawn stamps and pre-drawn animation sequences, there are also six pre-drawn backgrounds. Select one and it appears on the screen as a line drawing which you then have to colour in.

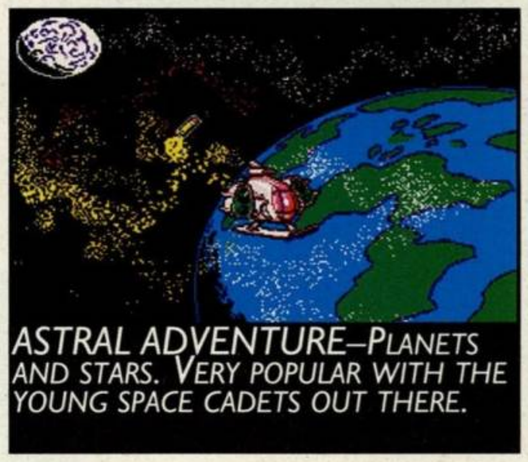


TOP: THE SUNNY BEACH SCENE–THE PERFECT PLACE FOR THOSE SKATING CALIFORNIAN STAMPS.

ABOVE: HAUNTED HOUSE–WHOO! A CONDEMNED STAIRCASE SCENE WHICH IS NOT FOR THE NERVOUS.

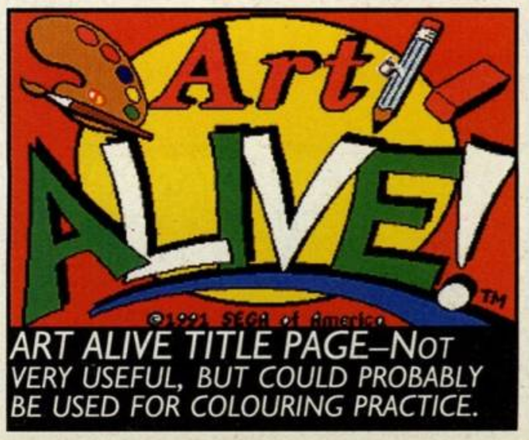


VALLEY OF THE DINOSAURS–A CLIFF, THE SEA AND DISTANT VOLCANOES. YOU CAN ALMOST HEAR THE PTERANODONS.



ASTRAL ADVENTURE–PLANETS AND STARS. VERY POPULAR WITH THE YOUNG SPACE CADETS OUT THERE.

BIRTHDAY PARTY–JUST THE THING FOR SENDING THOSE EXPENSIVE VIDEO BIRTHDAY CARDS.



ART ALIVE TITLE PAGE–NOT VERY USEFUL, BUT COULD PROBABLY BE USED FOR COLOURING PRACTICE.

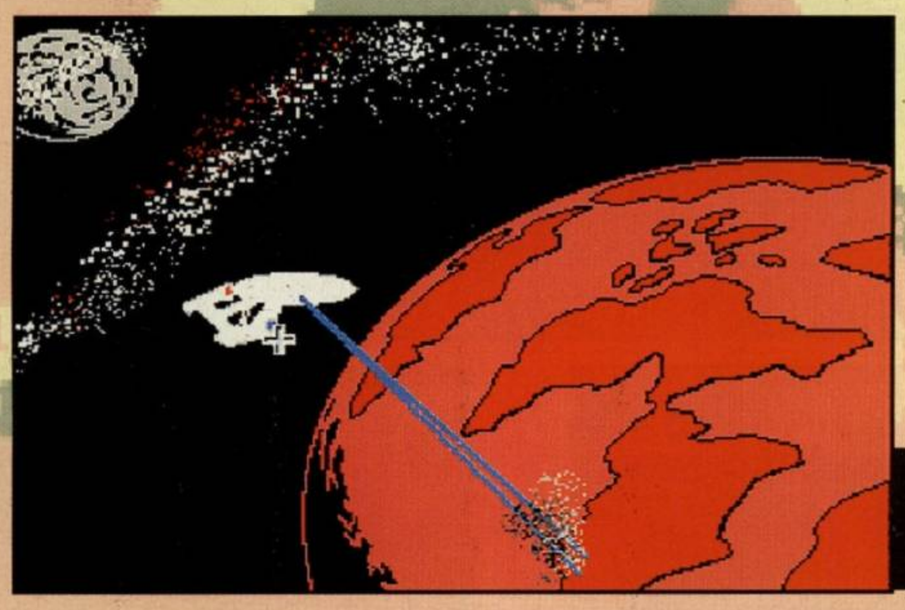
SAVING YOUR ART

As mentioned previously, there's no facility on the cartridge for storing your Art Alive creations to be viewed at a later date, so the manual recommends you plug your Megadrive into a VCR and record them on video tape. So, you could use the birthday party backdrop, stick a few of the birthday stamps on there beside the name of some beloved relative or friend and, hey presto, a video birthday card! Bit expensive, though.

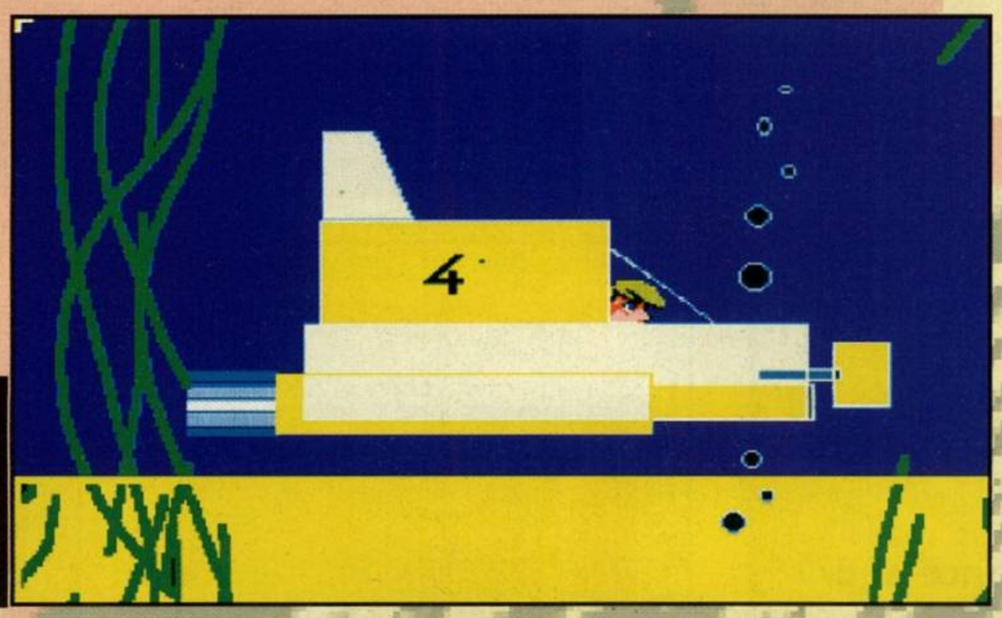
HEY, GET BACK HALLMARK–ART ALIVE CAN PRODUCE THE BIRTHDAY CARD OF THE FUTURE AT ABOUT TWICE THE PRICE.

SO IS IT ANY GOOD OR WHAT?

WHAT'S THIS?! SONIC II?? ACTUALLY IT'S JUST SOMETHING WE KNOCKED UP WITH SOME JUDICIOUSLY PLACED RUBBER STAMPS FROM THE ARTI ALIVE! STAMP GALLERY



(LEFT) A NEVER-BEFORE-SEEN CLIP FROM THE STAR TREK EPISODE 'A PIECE OF THE ACTION' AS RENDERED BY TOP CREATIVE GURU, PAUL GLANCEY.



(RIGHT) ANOTHER TOP QUALITY EFFORT FROM HERR GLANCEY, THIS TIME DEPICTING THE GLORY OF THUNDERBIRD 4. LOOK CAREFULLY AND YOU'LL SEE GORDON TRACEY IN THE COCKPIT.

As stated before, Art Alive is squarely aimed at younger Megadrive owners and nobody else, but even so, it's surprising how crudely programmed some of the facilities are.

For example, the circle tool is particularly unwieldy because it's actually quite difficult to work out where the finished circle is going to appear on the screen. Likewise, trying to draw an enclosed shape (shapes have to be enclosed if you're going to fill them with a colour) is down to trial and error because the cursor actually covers the last five or six pixels in a line. This means you can never actually be sure whether the lines are going to join up or not, especially if you're hooked up to a slightly blurry TV set.

Art Alive's best features are the stamp and backdrop galleries, because anyone can use them to create something that looks quite impressive. Even we had fun putting together bizarre scenes of mutant dogs on surfboards. But the rest of Art Alive's facilities are fit only to keep scribbling toddlers happy.

There undoubtedly is a place for a Megadrive art package, but until Sega decide to unshelve their plans for the graphics tablet, the keyboard and the disk drive, it's unlikely that we'll get one that makes full use of the machine's facilities. Art Alive is fine for the under-tens, but it won't satisfy the real Megadrive Monets who have a craving to create.

look smart with a Megatech t-shirt

only £6.50 (inc p+p)

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

MegaTech Mega T-Shirt, Peterborough Mailing, PO Box 500, Peterborough PE1 5TQ

We could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

We could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME.....

MY ADDRESS.....

.....

Please send me..... T-shirt/s in MEDIUM/LARGE/XL(please state).....

I enclose a cheque or postal order for £6.50 per shirt.

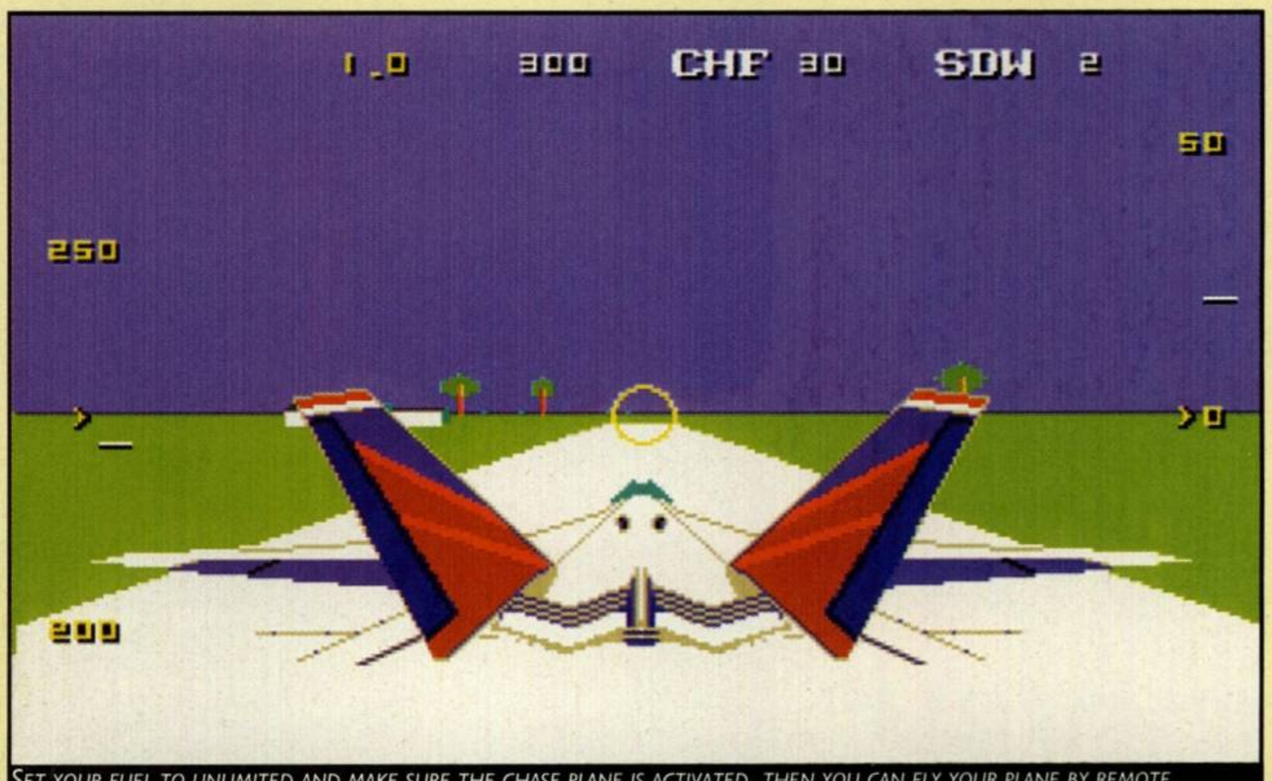
TECHNIQUE ZONE

Welcome one and all, to April's delicious Technique Zone, wherein you'll find a family party bargain economy bucket of cheating techniques and other handy hints for you to use on your favourite Megadrive titles. In Hyper Technique Zone this month we investigate the truth behind the solution to the first four levels of Buck Rogers and provide a full ship-to-ship comparison chart for that top 12-megabit space epic, Star Control.

In case you hadn't worked it out for yourself, this is the place to send those tasty Megadrive cheats you want delivered unto the world with your name attached. Write 'em down and send 'em in to TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Remember, we're giving out a selection of cheats from next month's Technique Zone on our special Technique Zone Hyperline. Just call this magic number, 839 500 807 and select line four to activate it. Calls are charged at 36p per minute off-peak and 48p per minute at all other times, so if you don't pay the 'phone bill get the permission of whoever does before you call.

F-22 INTERCEPTOR
TZ: 1/11 WEIRD



SET YOUR FUEL TO UNLIMITED AND MAKE SURE THE CHASE PLANE IS ACTIVATED, THEN YOU CAN FLY YOUR PLANE BY REMOTE, PROVIDING YOU KEEP YOUR SPEED AND ALTITUDE CONSTANT THAT IS.

Here's a strange pair of tips from Ray Fawcett, which are pretty hopeless, actually, but they should help you forget that war is hell.

Before starting a missions set fuel to unlimited and activate the chase plane. Take off and climb to 150 feet. The 'take off successful' screen should come up, and you can stay on it as long you keep your speed constant and don't go any higher. This will allow you the slightly eerie experience of guiding your plane along the horizon, guns and afterburners blazing, or even flying it out of sight. To catch up with the plane or navigate, switch to the map and back again.

If you find this too exciting, don't take off at all! Set up unlimited fuel and just turn off the runway. You can now motor around the somewhat sparse landscape. If loneliness makes you feel suicidal, fire a Maverick, guide it around, and blow yourself up.

THE IMMORTAL
TZ: 2/11 CODES

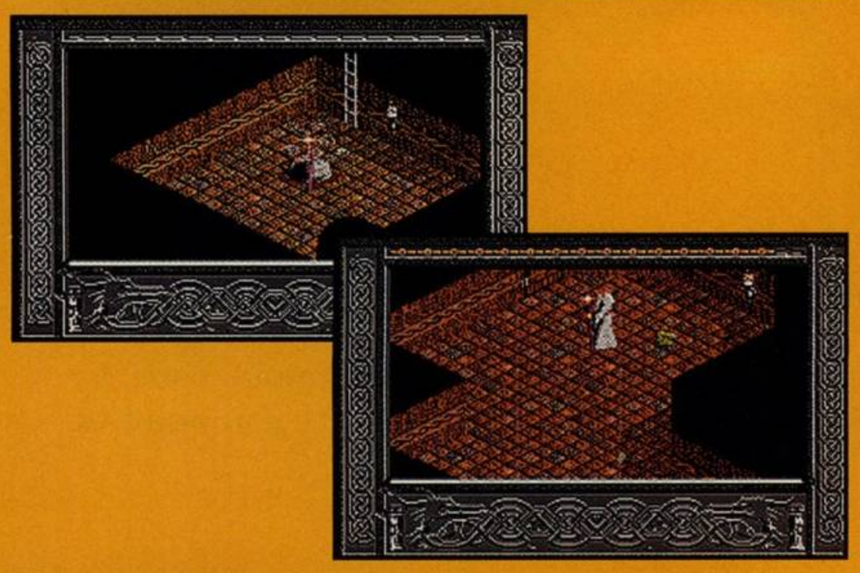
If you've been paying attention over the last few months you'd know we've finished the game, and here, if it was too tough for you even with the solution, are the codes.

LEVEL 2	757FC0006570
LEVEL 3	6E1EC21000E10
LEVEL 4	465FA31001EB0
LEVEL 5	D4BFD41000EB0
LEVEL 6	BCFEF51010A41
LEVEL 7	6B10F61010ACL
LEVEL 8	E590D710178C1

THIS IS THE GUY YOU BUY THE SHRINKING POTION FROM.

Also there's a brilliant cheat from Phillip Keal, which we wish we'd known about when we were putting together the maps for last issue. To skip past the sensor room on level five, buy the shrinking potion and go back to the room at the start of the level. Drink the potion, wait for it to wear off, then die in that room. When you continue you'll appear in the chamber after the sensor room!

COME TO THIS ROOM AND WAIT FOR YOUR ENERGY TO RUN OUT.



BONANZA BROTHERS
TZ: 3/11 CHEATS

INVINCIBILITY CAN BE YOURS, ALL YOU HAVE TO DO IS FIND A RAKE AND SOMEONE WHO'S WILLING TO SHOOT YOU.

Here we go with an invincibility cheat sent into to us by David Bourne.
Go to a location with a rake, and step on it the same time as a bullet hits you. This you make you invincible until you collect some treasure.

ROAD RASH
TZ: 4/11 CODES

FINISH THE FIRST RACE IN FIFTH POSTION.

AN YOU CAN ALTER IT SO THE COMPUTER THINKS YOU'VE ALL FIVE RACES.

OR YOUR CAN BOOST YOU CASH AND BUY THE BEST BIKE.

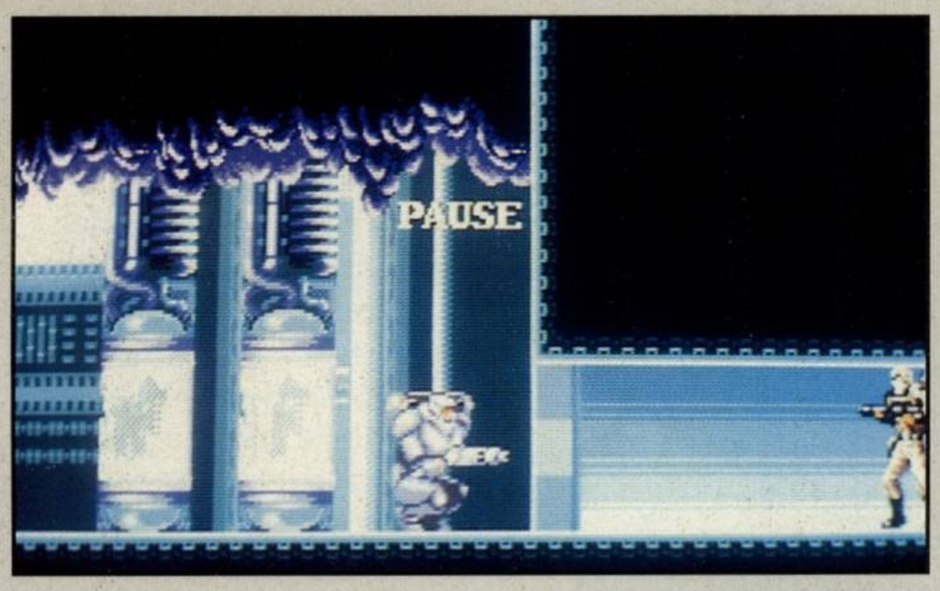
A rather confused letter came in from K Chirnside, which took our panel of experts half an hour to decipher. Anyway, here it is in a much clearer form. If you've finished some races above fourth position, when you enter a code you can change the results of you previous rides. The first block of your code contains your results. Add the numbers up (eg 1+2+3+2+4 =12) now you can change those positions around to anything as long as the total doesn't exceed the original (eg 2+3+4+2+1 =12). What this means is that if you complete one race in fifth position you get the code 50000, which can be turned into 11111, so, technically, you've won each race.

Block three controls your finances, and if you swap the first and third numbers around you can receive a massive cash injection. This one doesn't work all the time though.

SWORD OF VERMILLION
TZ: 5/11 INVINCIBILITY

From Kevin Stratton comes this handy monster-beating tip. Remove both your armour and shield, just hold a sword. This should make you impervious to everything. Although he advises you to think about using this cheat as it means you can complete the game just by running straight through, which means the £50 you spent on the cartridge doesn't add up to much.

ESWAT
TZ: 6/11 LEVEL SELECT



Also from Graham Verner is a level select cheat for ESWAT. Start the game as usual then hold down A, B, C and push left, right, up and down. And presto, you can select your starting level.

ROBOCOD
TZ: 7/11 LEVEL SELECT

Further to last month's cheat, here's one from Daniel Hall that lets you select your starting level. Switch your Megadrive on and hold down A, C, down-left and press start. Simple, eh?

DEVIL CRASH
TZ: 8/11 TIPS

Here are some tips on beating the very final guardian on Devil Crash from Chris Ridyard of Girton.

WHEN THE SCREEN GETS BUSY HOLD THE BALL ON A FLIPPER.

WITH YOUR SCORE AT 999,999,990, SCORE ONE POINT MORE AN YOU'RE ON THE LAST LEVEL.

As soon as you hit something when the score reads 999,999,900, the ball is transported to the final stage. Here, you'll see a total of twelve red stars on the right of the screen and each time you hit the King Demon a quarter of a star will disappear. The Demon is guarded by two axe-twirling henchmen, but ignore them. Concentrate on hitting the Demon rather than the guards as they only reappear again when you destroy them.

After you've hit the King Demon fifteen times his guards disappear and he moves to the centre of the screen and casts off his cape. When he starts deflecting your ball, hold it on a flipper and wait for him to start moving around again before firing.

Of course if you can't get that far, enter your code as ALCLAE8ECK, and you'll have all the points you need to get to that stage plus 21 balls.

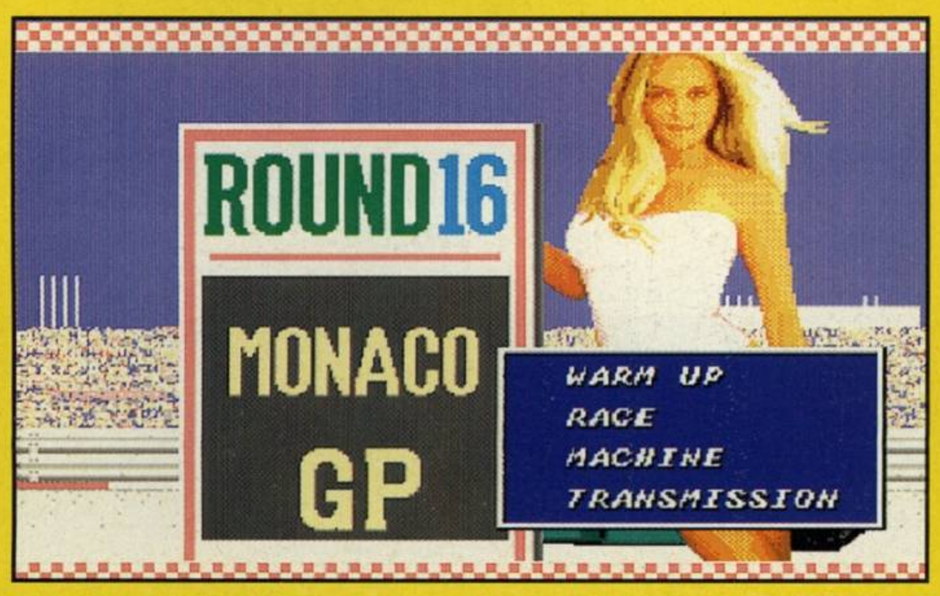
MERCS
TZ: 9/11 BONUSES

In reply to Stephen Worthy's list of hidden extras, is Douglas Blyth's better (so he claims) secret stash. On the desert level in original mode, shoot the palm trees to find loads of extras including first aid kits and enough medals to clean out every shop.

SUPER MONACO GP
TZ: 10/11 CODES

From Daniel Pegrum come a code that will take you to the last race of the second season in Super Monaco GP.

1LU6 43VK 1300 0000
0050 H103 F2B4 5D67
CA89 EGB9 0000 0042
0000 0000 F200 F7F2



JOHN MADDEN '92
TZ: 11/11 CODES

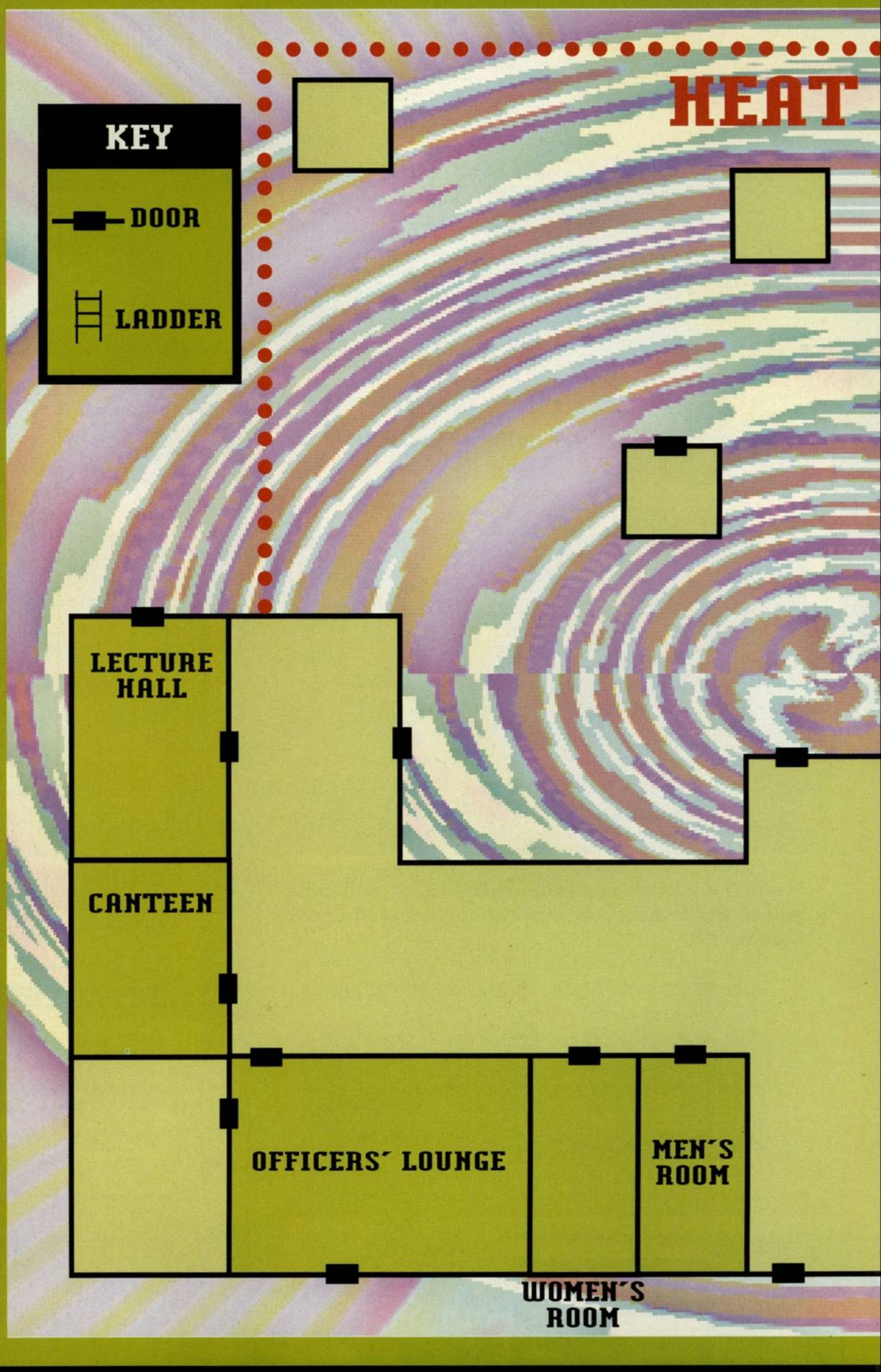
Ok, this is the very last time we're going to print codes for this, so pay attention. All these take you to the final with you playing the first team.

REDSKINS V BILLS BOB1V9P5
BILLS V REDSKINS DVWKR3TT
OAKLAND V NEW YORK B9LRCHHP
49ERS V KANSAS C2TLDK8K

HYPER TECHNIQUE ZONE

BUCK

Look, we know this has only just been reviewed in this issue, but by the time you read this Buck Rogers will have been on the streets for a few weeks. And so we present a Hyper Technique Zone walkthrough guide to the first four levels of the game, just to give the confused novices among you a helping hand. So whether you're being attacked by experimental combat gennies on the Maelstrom Rider or are holed up in the brig of Talon's pirate ship, we're ready to help you.



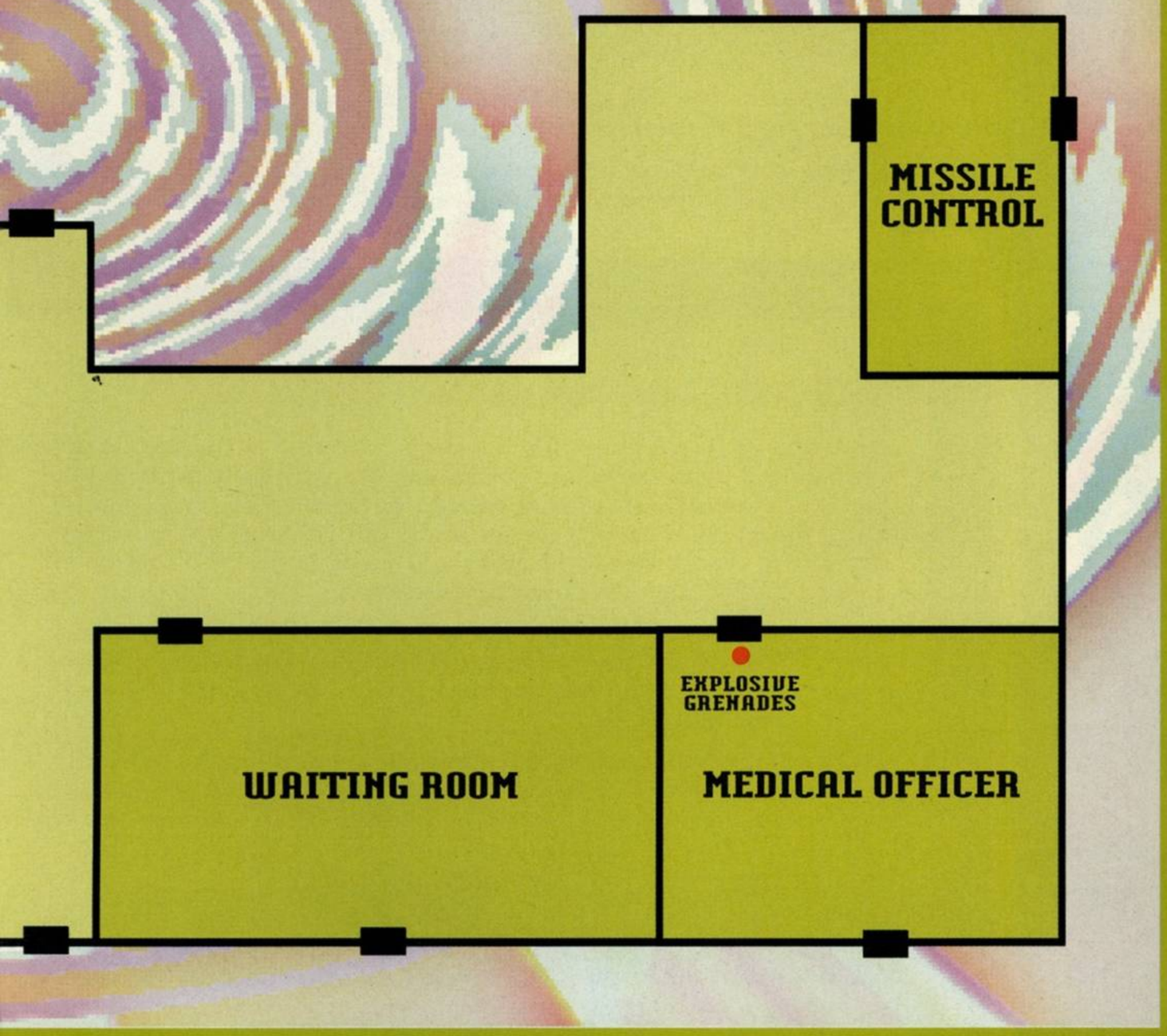
ROGERS

MISSION 1

BARRIER

QUICK! GO STRAIGHT TO THE MISSILE CONTROL ROOM! IT'S EARTH'S ONLY CHANCE!

DON'T SHOOT THIS BLOKE OR YOU'LL HIT THE CONTROL PANELS—AND EVERYONE WILL BE SORRY.



CHIGAGORG SPACEPORT

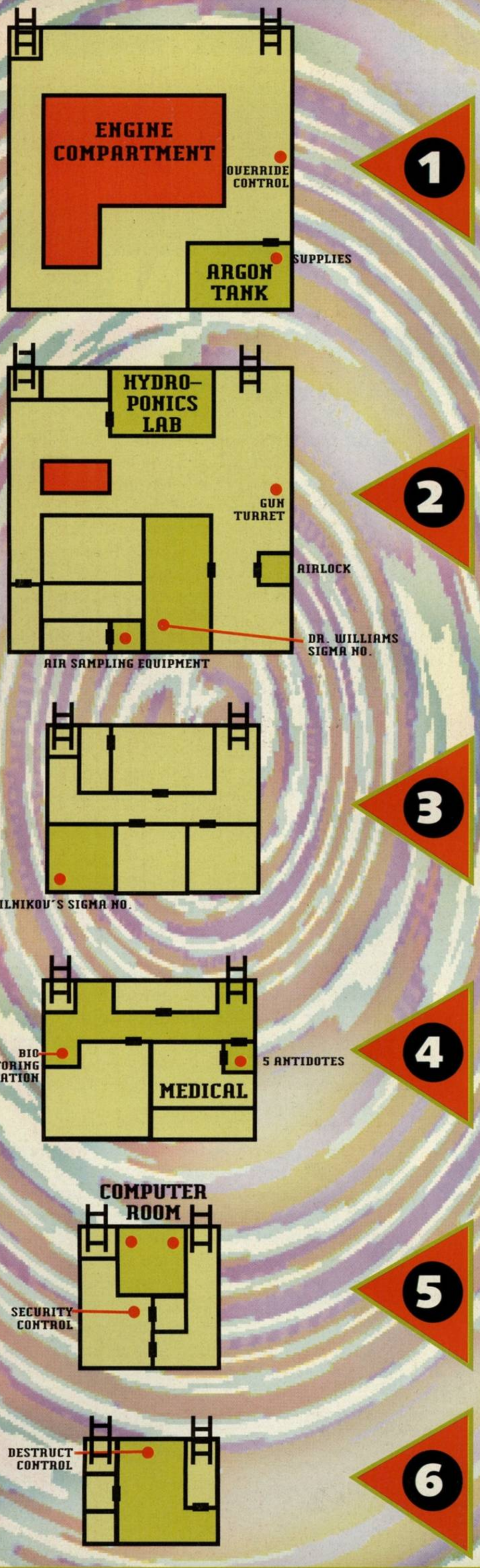
This first little episode is dead easy, because you can just head straight to the missile control room at the north-eastern corner of the security building. There are loads of Terrine soldiers running around but even they don't cause many problems because NEO soldiers always come to your aid and shield the team from serious damage.

The only possible stop-off you might want to make is in the medical officer's surgery which is piled high with dying soldiers. Unfortunately, one of these dying soldiers has had a grenade planted on his body and just as you leave the room it explodes! Luckily for you, you can return to the room and uncover some unexploded grenades which come in handy towards the end of the stage.

Once you reach the control room, you will face an attack from the front and rear. After that battle you will come across a Terrine sabotaging the missile control panel. Shoot him straight away, and when he drops the grenade, get whoever has the most hit points to smother it with their body. They will lose up to 20 hit points, but that shouldn't be a problem because this completes the mission and the team are healed immediately.

There's a lot more fighting to be done on the next stage so when you get the chance to train, improve your warriors' leadership and zero-gravity manoeuvring and add another point to their speciality weapon. Boost the medic's first aid skills and if you can spare the points, do the same for everyone else. A skilled rogue will come in handy on stage two so make sure you squander a few experience points on his bypass security and programming skills.

MISSION 2



THE DERELICT RAM SHIP

Rush into this level and you'll have your hands full because there are combat gennies and security robots everywhere, but there is an easy way to complete it.

The team enters the ship on deck 2. Go through the door opposite the airlock and pick up the pieces of holotape which are floating around. It's vital you get the tape in the south-west corner of the room because this contains a sigma number you'll need later on. Leave the room and head up towards the ladder. On the way you'll be attacked by combat gennies (which are easily beaten off) and then security robots.

The gennies will have implanted brain parasites in at least one of your party (you'll know because you're told they have a spreading rash) so you must go straight up to the medical section on deck 4. Take the medical computer and the antidotes then enter the sick bay and activate the autodoc using Williams' sigma number. Remove a parasite from any of the infected team members and the autodoc will be able to permanently immunise the entire team. Heal the team and then head for deck 5.

Go to the security control on deck 5 and get your best rogue to deactivate it. If you succeed, all of the ship's security robots will be immobilised (mind you, if you fail a load of them come pouring out of the door on the right).

That done, go into the room next door and connect the two computers to revive SCOT.DOS who will tell you to find some argon gas to kill the gennies. The cylinder is in the supply room on deck one, so head down there, pick it up and get to the air sampling equipment. Unfortunately, as you connect the cylinder, the gennies reverse the air-flow, so to nail them you must get to the override control on deck one. Select a rocket jock to rewire the panel and when the gennies approach, stand your ground – they'll be dead before they can attack.

It's not over yet, though, because an ECG has activated the ship's self-destruct control, and you have to stop the countdown or be blown to smitheroons! Climb the ladder to deck 6 (there isn't time to heal the team) and get to the destruct control.

After you've beaten the two stage three gennies, go into the airlock and shoot the third to complete the mission.

When training time comes round, make sure you improve your rocket jock's fast talking abilities as these are essential for the next mission.

THE ASTEROID BASE ON CERES

Once you've found Ceres (it's the largest asteroid in the belt) land at the asteroid base. Leave the airlock and use your fastest talker to bluff the RAM officer, then head west to the briefing. Walk south along the corridor and if you run across the distraught woman, tell her you've seen the children and she'll leave. Collect the equipment outside the lift, then go down to level two.

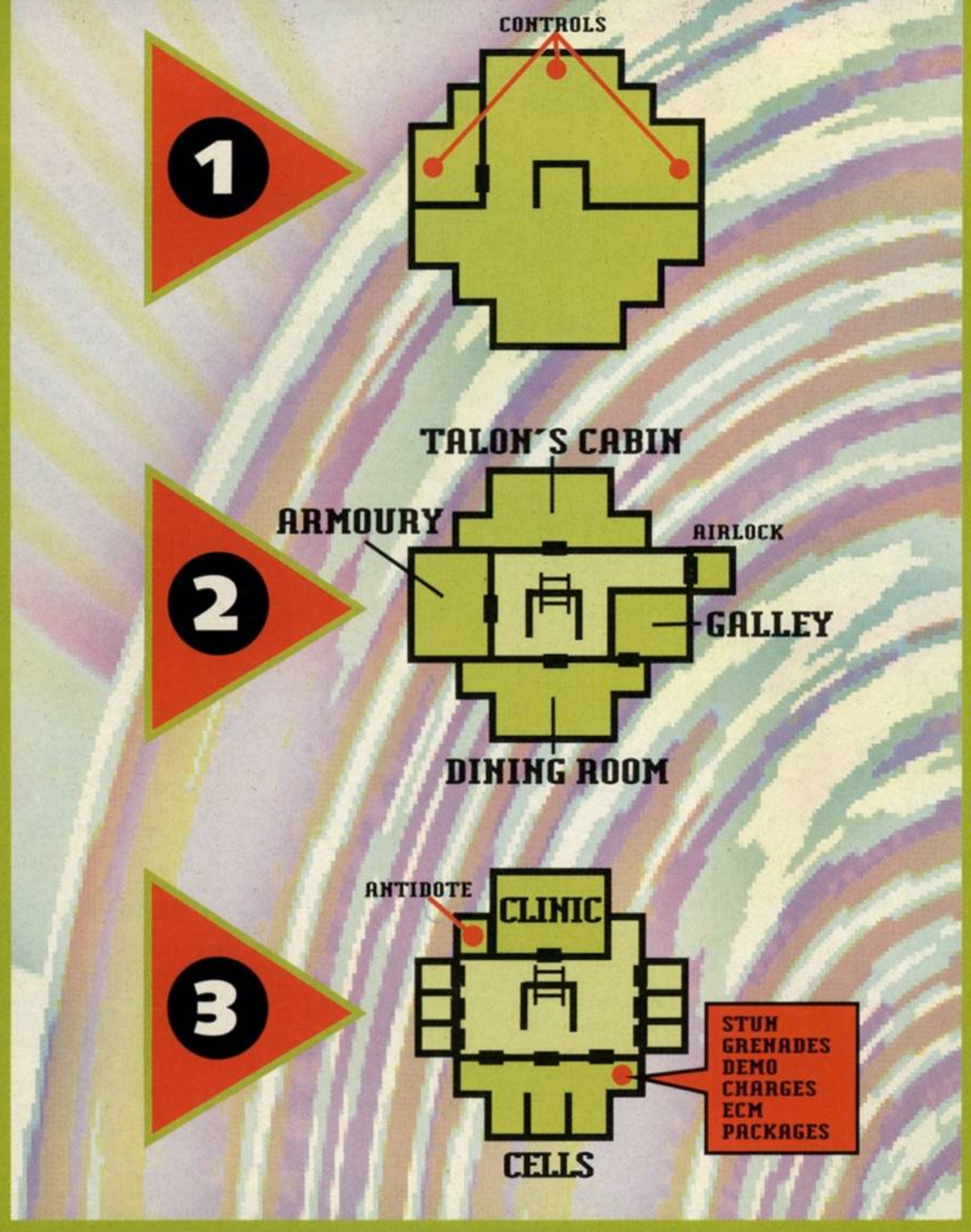
On the lower level, leave the lift, turn right and keep going to find the new laser and a stack of experience points. Leave the lab and go north up the corridor to the blocked door. Blast it down and enter to rescue the kids.

Go north past the junction, then through the door on the western side of the corridor to enter the reflector storage room where you can pick up a computer keycard. Go to one of the computer labs and use the keycard and the password (which is 'DNA') to get the co-ordinates for the RAM base on Gradivus Mons.

Before you escape via lift 2, go to the room marked RABBITS where the kids' pet rabbit gennies are kept. You'll have to fight combat gennies to release them, but it's worth it for the stack of experience points this earns you.

Little Jim has the rope you need to scale the liftshaft, and when you're back upstairs, it's just a matter of getting the kids to their escape ship at the eastern airlock. You can pick up a stack of experience points by getting your medic to heal the gennies in the large room west of the lift, and you can also collect Jim's grandpa from his room on the east of the complex. Once everyone has been evacuated, it's time to get away yourself, so return to where you started and blast off.

MISSION 4



TALON'S PIRATE SHIP

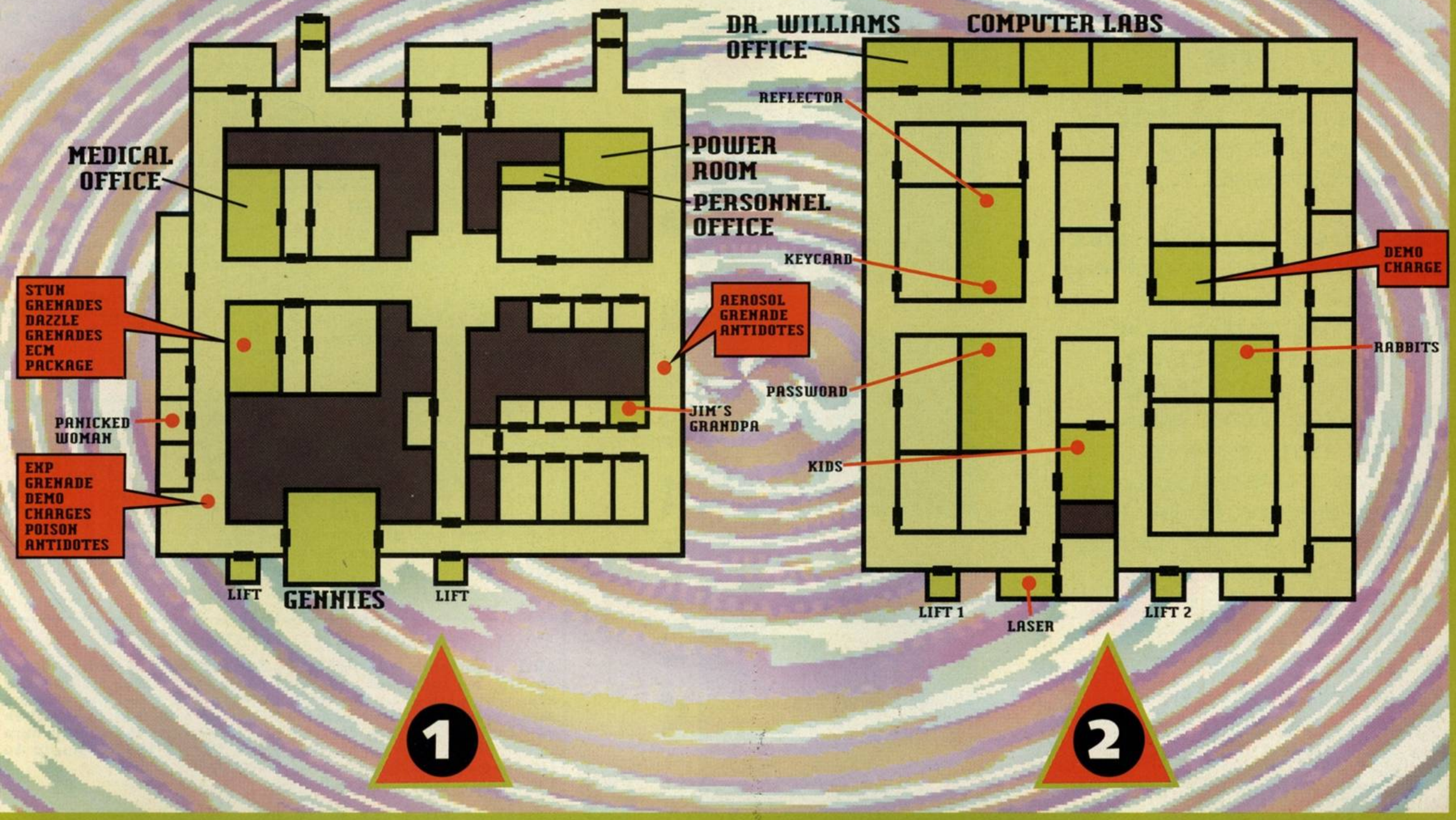
Before you can get back to Salvation, the Maelstrom Rider is ambushed by Talon's pirate ship. It's wise to surrender straight away, and when you're given the chance to fight Talon for your freedom, save your strength and don't bother. When you're returned to the brig, either get your rogue to reprogram the security computer or wait until Buck Rogers appears and frees you. Collect the equipment from the cell at the end of the corridor and go to the ladder. Using the autodoc in the clinic attracts heavily-armed guards so don't try it.

Save your strength for level 2. Go to Talon's cabin and get a rogue or Buck to open the door (you don't get any experience points if Buck does it). Once inside get someone with programming skills to use the computer then follow the instructions and go to the canteen. Fight the guards (Buck's presence should make this easier) then enter the galley and plant the explosives. Save the game here.

If your party is still healthy it's worth breaking into the armoury after the explosion. The guards are quite tough (try to destroy the robot first) but if you survive you can pick up a very useful rocket launcher and a couple of grenade launchers. Of course, if you get massacred, you can go back to your saved position and go on to the next part of the mission.

Go down the ladder to the engineering level and smash every control panel you can find before returning to deck two and escaping through the airlock. If you're feeling reckless you can go to the top deck (not shown here) where Talon and his remaining pirates are waiting, but this is really risky and you don't gain much by it.

MISSION 3



HYPER TECHNIQUE ZONE

STAR C

First up in Hyper Technique Zone this month is a strategy guide to that top Ballistic space action game, Star Control provided by top star pilot, Gary Harrod, who has honed his skills by thrashing certain advertisement salesmen in the MEAN MACHINES games room over many months.

Anyone who's played this game will know that winning isn't just down to reflexes. A successful captain knows how best to use his ship's unique capabilities to their best advantage against every one of his foes, and those techniques are just what we're letting you in on here. So whether you're playing as the Alliance or as the Hierarchy, you should now be able to come out on top in (almost) every confrontation.

To use our guide, just check out the grid on the right (that's if you're the Alliance – turn over if you're the Hierarchy) and look along the top row for the enemy ship you're squaring up to. Below it is a ranking of your own craft, with the best choices for that battle towards the top, along with the tactics to use. If you've already lost the top ship, select the next one down, and so on.

HOMING WEAPONS CAN'T TRACK THE ILWRATH WHEN IT'S CLOAKED

YOUR BEST BET AS THE YEHAT IS TO RUSH IN THEN FIRE AS YOU GO PAST.

THE SYREEN RATES AS ONE OF THE WORST ALLIANCE CRAFT.

ATTACK FAST, AS THE CHENJESU'S IS HARD TO DEAL WITH UP CLOSE.

USE THE GLORY DEVICE TO WEAKEN SHIPS FOR THE NEXT ENCOUNTER.

USE THE SPATHI'S SPEED TO KEEP OUT OF RANGE OF YOUR OPPONENT.

YOU ARE THE ALLIANCE VS...

ALLIANCE SHIP SUITABILITY

	URQUAN	MYCON
✓	**MMRNMHRM X-FORM** Keep your distance and launch rockets to butter up the Dreadnought. The best method for keeping out of his way is to pick up speed in fast mode, transform and turn, letting the momentum carry you, before transforming again and rocketing away. Don't worry about fighters as the fast ship can outrun them easily.	**ARILOULALEELAY SKIFF** Easy! Just let him fire off two shots then lead them back into his ship. If that doesn't finish him off, a couple of laser blasts should.
	CHENJESU BROODHOME The Dreadnought has a short-range weapon compared to the Broodhome's so take pot-shots at him from a distance. Don't bother with the D.O.G.I.s as it's quite easy for him to destroy them at a safe distance.	**YEHAT TERMINATOR** The Mycon's weapon is useless against your shield so get in close and fire, remembering to leave fuel in the energy banks to defend against plasmoid attack.
	ARILOULALEELAY SKIFF A good tactic here is to lure the Dreadnought (and any fighters he's launched) towards a planet. Your inertialess drive lets you hide behind the planet while it drags them in. When you're feeling daring, sneak up behind the Dreadnought and zap him four or five times (watch your energy!) before teleporting away.	**CHENJESU BROODHOME** Generating plasmoids uses a lot of the Mycon's fuel, so launch D.O.G.I.s straight away and he won't be able to fire on you. Close in and blast away, using crystal shards to dissipate any plasmoids.
	YEHAT TERMINATOR Try to get him to chase you, then when you've enough speed, turn 180° and let the momentum carry you backwards. Fire backwards as he follows and you should find your shots have a much longer range than his, but don't sit on the fire button or you won't have enough energy for shields. Just outrun the fighters.	**MMRNMHRM X-FORM** Stay away and launch missiles at the Mycon. When he fires, wait for the plasmoids to come close, then transform and zap them with your twin lasers to dissipate them.
	EARTHLING CRUISER Run for it! You haven't much chance here, but wear him down by thrusting away, then turn 180° and launch missiles as you're flying backwards. Use your point-defense lasers to protect yourself from any fighters.	**EARTHLING CRUISER** Thrust away from the Mycon, then turn and fly backwards, launching missiles. Keep a bit of energy in the banks so that you can zap any approaching plasmoids with your point defense lasers.
	SHOFIXTI SCOUT Press C twice to get the glory device ready then try to get him to chase you. Dodge around his shots until his fuel has run down. Now that he can't finish you off with one shot, get in close and detonate.	**SYREEN PENETRATOR** Keep running to avoid his shots, then when there's enough distance between you and a plasmoid, swing around and fire at it. Watch his fuel level, and when it's too low to launch another plasmoid, charge in and use The Song to draw out the Mycon crew as you pass.
✗	**SYREEN PENETRATOR** Lure him and his fighters towards the surface of a planet. When he gets onto the short range scan zip around past his gun and relieve him of his crew with a song. The wandering Urquans will be dragged onto the planet's surface and will die horribly.	**SHOFIXTI SCOUT** The Shofixti is in with a chance here. Try to stay behind the Mycon and keep firing. If he fires on you, run for it, then when you get the chance, turn and fire at the plasmoid to destroy it.

CONTROL

SPATHI

YEHAT TERMINATOR

This is a long, toe-to-toe battle. Get him to chase you, then swing around and shoot at him as the momentum carries you backwards. Your shield makes his torpedoes useless, but watch out for three missiles in a row–if you raise shields to deflect the first one it will have run down by the time the third arrives.

MMRNMHRM X-FORM

Keep moving! Pick up speed in the fast ship, then as he approaches, switch over and laser him. Don't use up all of your energy, because you need to change back to the fast ship to accelerate away.

ARILOULALEELAY SKIFF

Charge him every now and then, get a few hits in, then run for it (or teleport away). Don't try a sustained pursuit, as he's much faster than you.

CHENJESU BROODHOME

The Spathi can outrun your D.O.G.I.s, so don't waste your energy on them. Instead, stay back and take pot-shots at him. If he gets close, fire rapidly and the shower of shards should ward him off.

EARTHLING CRUISER

Your point-defense lasers can fend off every attack, but this means you'll only be able to launch missiles every now and again. Fingers crossed, eh?

SYREEN PENETRATOR

Don't chase him. Shoot at him when he's on MRS, and when he appears on SRS, suck out his crew and nab them. Keep doing that until he has one crew-member left then finish him off with a single shot.

SHOFIXTI SCOUT

You're fast enough to outrun his missiles and dodge his bullets so it's just a matter of firing at him whenever he's in your sights. You shouldn't need the Glory Device.

ANDROSYNTH

YEHAT TERMINATOR

Avoid his cloud of bubbles. If he changes to comet form, prepare to use your shield to protect you from collision. When his energy has run out, get in close and let him have it with your cannons.

ARILOULALEELAY SKIFF

The Androsynth is only really vulnerable to the skiff's attack when he's not in comet mode, so keep teleporting away until he runs out of fuel, then close for the kill.

MMRNMHRM X-FORM

As usual, use missiles when he's at a distance and lasers when he closes in. If he approaches in comet form, just face in one direction and fire at him as he circles you.

CHENJESU BROODHOME

Best keep your distance and bombard him with long range crystals. D.O.G.I.s are an unpleasant distraction (for him), but he can easily ram them to destruction in comet mode.

SYREEN PENETRATOR

Stay away from him until he switches to comet mode, then manouevre around behind him and suck out his crew.

EARTHLING CRUISER

Keep your distance and use rockets to wear him down. When he closes in, try to keep your nose or tail facing him to present a small target and fire point-defense lasers at him.

SHOFIXTI SCOUT

Get your Glory Device ready for action and keep away from the bubbles. Wait till the comet form gets very close then destruct!

VUX

EARTHLING CRUISER

For once the Cruiser is on top! Thrust away immediately, turn and launch missiles backwards at him. Spores are no problem for your point-defense lasers.

MMRNMHRM X-FORM

There's not much to this one. Just stay away and let rip with homing rockets. Spores are easily outrun.

CHENJESU BROODHOME

Again, keep your distance and take pot-shots from afar. If he launches spores, run away and launch a couple of D.O.G.I.s to deplete his fuel, then when he's dry, turn and continue the attack.

ARILOULALEELAY SKIFF

The Skiff's speed makes it easy for you to evade the Vux's shots, so come at him from the side, get in four or five shots then teleport away. Keep doing this and you should have no trouble.

YEHAT TERMINATOR

If the Vux launches spores, run for it – your shields won't stop them but you can outrun them. When he's low on energy, though, get in front of him, just out of range, and turn and fire backwards as he follows.

SYREEN PENETRATOR

Spores are your big problem here, so don't get too close and use your cannon (which has a longer range than his laser). If he starts chasing you, wait until he's at top speed, then turn and charge past him, sucking out his crew as you go.

EARTHLING CRUISER

You're in trouble here because neither of your weapons can home in on the Ilwrath when he's cloaked. Try to stay as far away from him as possible and when he starts chasing you, turn to where you think he is and launch missiles. A few lucky shots should finish him.

ILWRATH

ARILOULALEELAY SKIFF

Unless the Avenger is cloaked you should have no problems. Pursue him, get behind him and shoot him in the rear. If he turns on you, just teleport away. If he's invisible, stop and you should be able to get a good idea of where he is by watching the scrolling.

CHENJESU BROODHOME

It's easy enough to stand off and take pot-shots while he's visible, but when he's cloaked you need to remain motionless and watch the scrolling and the scanner switching to work out where he is. Fire a few crystals and the exploding shards should help you pinpoint his position.

YEHAT TERMINATOR

The Terminator is faster, has longer range weapons and shields so it's just a case of chasing him when he isn't cloaked and watching the scrolling when he is. A spread of bullets when SRS is active should help locate him.

MMRNMHRM X-FORM

Build up momentum with the fast ship (don't bother firing), then when he starts chasing you, and the SRS activates switch to the slower ship and you should be able to find his chestnuts and roast 'em nice and easy.

SYREEN PENETRATOR

Approach to within firing range and, well, fire at him. If he gets any closer, start singing and watch the hypnotised spiders leave the exploding ship.

SHOFIXTI SCOUT

The scout has the speed and manoeuvrability to run rings around the Ilwrath ship, dodging his flames and zapping him at any opportunity.

UMGAH

ARILOULALEELAY SKIFF

It couldn't be easier. Circle the Drone and keep popping off shots at his flanks. It's best not to linger behind him though, as this gives him the opportunity to reverse and zap your buns.

YEHAT TERMINATOR

Tactics are similar to those used on the Ilwrath ship. You are faster and your weapon has a longer range, so you can afford to pursue him and try shooting his unprotected flanks. If he reverses into a firing position, keep going – you can outrun him easily.

CHENJESU BROODHOME

Your D.O.G.I.s are easily eliminated, but the Umgah's anti-matter cone cannot shield him from the full power of a crystal bomb so stand off and keep firing. If he should reverse at you, thrust away, firing rapidly.

SYREEN PENETRATOR

Dead easy. He has to get in close to do any damage, giving you an ideal opportunity to gather in his crew. If he tries firing, it's a cinch to dart out of range.

EARTHLING CRUISER

Keep well away and while you're running, turn and fire missiles at him. Don't fire directly at him because he can protect his front with his anti-matter cone. Instead launch the missiles at a slight angle and they should be able to loop around and hit his side.

MMRNMHRM X-FORM

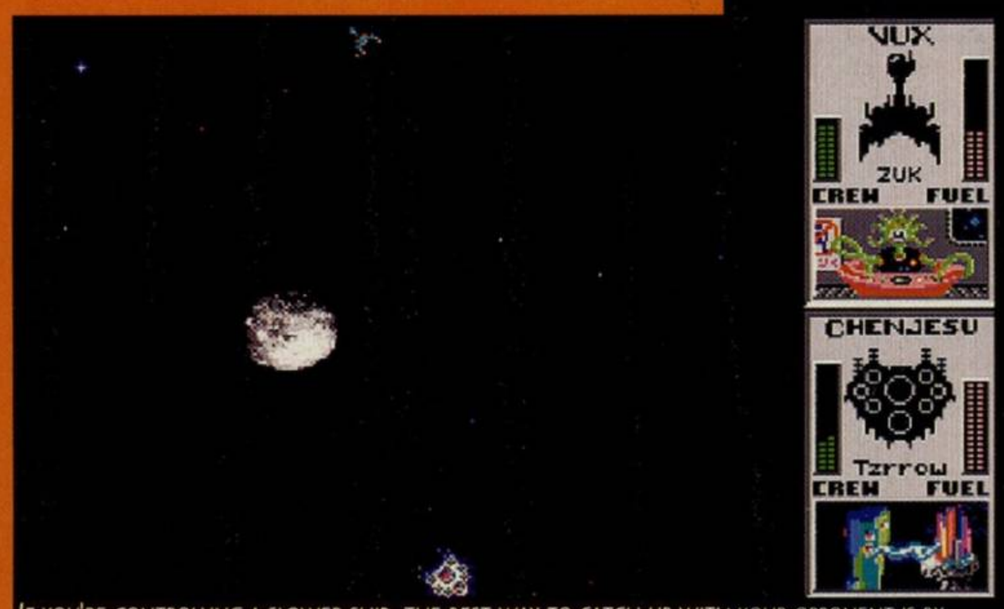
The best thing to do is to stay on the LRS and fire rockets at the Umgah. He will be able to shoot most of them down, but some will get through (especially at this range, when the collision detection is a little bit ropey).

SHOFIXTI SCOUT

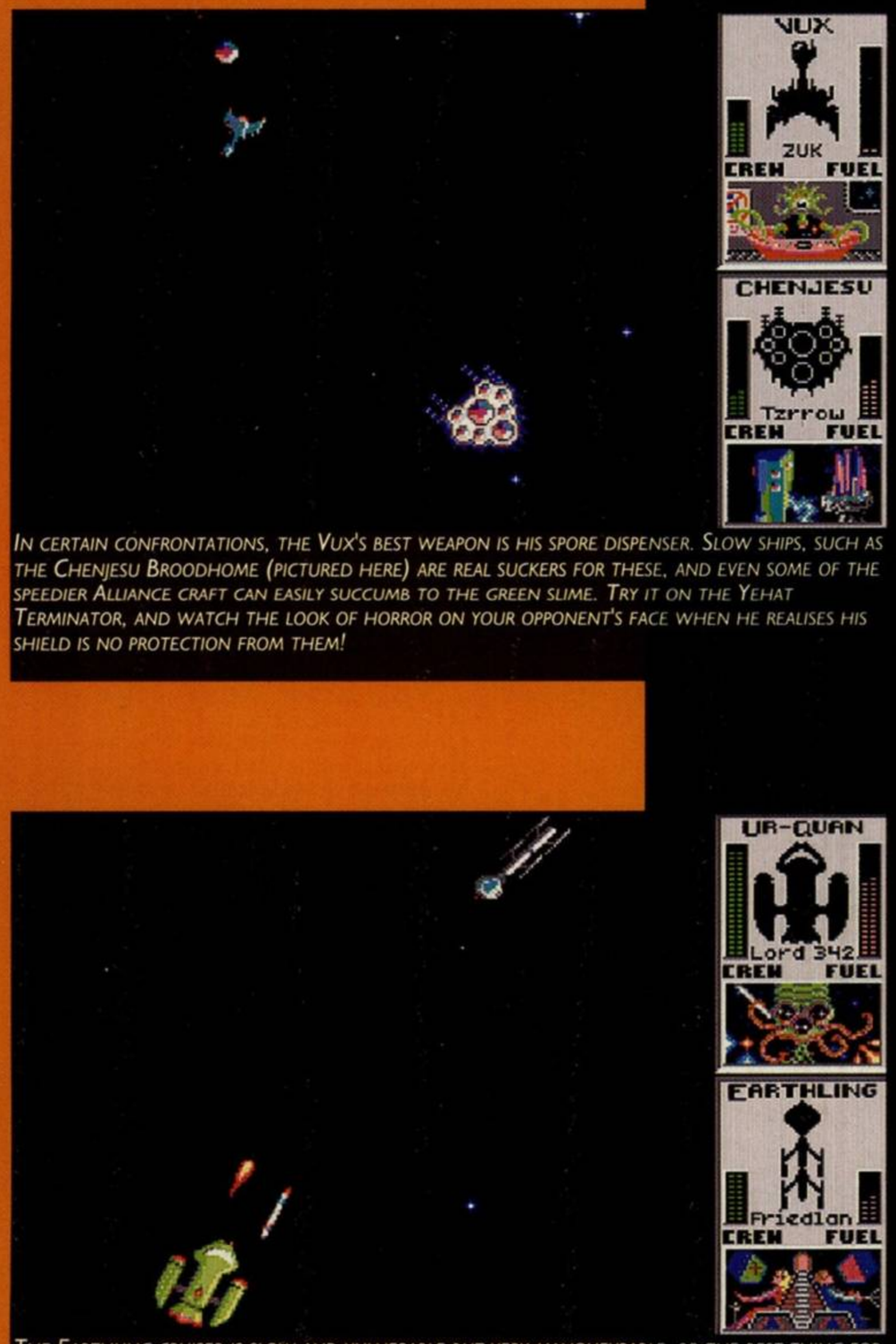
Get the Glory Device ready just in case, but you should be able to get away with flying around the Umgah and wear him down with shots to his flanks.

STAR C

YOU ARE THE HIERARCHY VS...



If you're controlling a slower ship, the best way to catch up with your opponent is by using the planet to boost your speed. Fly towards it flat out, then aim your ship to one side. When you come within the gravitational pull, your speed and trajectory should let you pass by, then, as NASA call it, the sling-shot effect takes over and you gain a massive turn of speed. Unfortunately this is only temporary, and if you're not careful it can result in you catching up with your opponent, slowing down, then getting destroyed.



In certain confrontations, the Vux's best weapon is his spore dispenser. Slow ships, such as the Chenjesu Broodhome (pictured here) are real suckers for these, and even some of the speedier Alliance craft can easily succumb to the green slime. Try it on the Yehat Terminator, and watch the look of horror on your opponent's face when he realises his shield is no protection from them!

The Earthling cruiser is slow and vulnerable but very manouevrable, so the best thing for you to do in this situation is to retreat as fast as possible, turn off the engines then swing around. The momentum keeps the ship going backwards and you can take chunks out of your opponents with rockets. This technique is useful for other ships too, slower ones especially.

HIERARCHY SHIP SUITABILITY

CHENJESU	YEHAT
URQUAN DREADNOUGHT Launch fighters straight away, and this should keep his weapon tied up while he tries to destroy him. You can afford to get in quite close (on medium range scan) and let rip with your cannon.	**URQUAN DREADNOUGHT** Don't chase the Yehat and instead use long distance shots. You can use fighters to distract him, but don't launch more than two at a time.
VUX INTRUDER Run for it, launching spores to keep him way. Once he's all clogged up get in behind him and let him have it with the laser.	**VUX INTRUDER** Run away leaving a trail of spores to keep him from following you. Once he's clogged up a bit, get behind him and fire away.
SPATHI DISCRIMINATOR Not much we can tell you here. Just dodge out of the way of his shots and use your guns on him (not the torpedoes) when the opportunity arises.	**SPATHI DISCRIMINATOR** This might sound a bit vague but you can get away with just dodging his shots and fire your cannon at him whenever the opportunity arises.
ANDROSYNTH GUARDIAN Not much to say here either. Just get behind a cloud of bubbles and stay there until he's wasted.	**ANDROSYNTH GUARDIAN** Just launch a cloud of bubbles and keep behind them so that he has to fly through them to get to you.
ILWRATH AVENGER Run for it, turn, stop your engines and drift until he closes in. When he's close enough to start firing thrust towards him and fire before escaping.	**ILWRATH AVENGER** Run away, cloak and turn and let yourself drift until the Yehat gets close. Then thrust towards him and fire to rid him of a great many crew members.
UMGAH DRONE When he fires, use the anti-matter cone as a shield and if he gets too close, reverse away from him.	**UMGAH DRONE** Your anti-matter cone will stop his bullets, so use that as a shield, and when he gets too close, reverse out of range.
MYCON PODSHIP The Yehat's shield stops your shots easily, so you just have to hope your opponent is a bit stupid. Alternatively, you could try getting close in and fire at him when his fuel is low.	**MYCON PODSHIP** The Yehat's shield renders your weapon useless, so your only chance is to fire at very short range when his fuel is low.

CONTROL

MMRNMHRM

SPATHI DISCRIMINATOR

It's a piece of cake to dodge his rockets you just have to get in close and launch torpedoes when he's in lasership mode.

URQUAN DREADNOUGHT

Don't stay still or he'll get you with rockets. Instead, head towards him as he approaches and you should be able to see him off with ease. Don't use your fighters as he can pick them off with ease.

MYCON PODSHIP

Use the same running tactics as with the Urquan ship. Try to stay out of range, but when the X-Form approaches turn and fire.

ILWRATH AVENGER

When he's in rocket-firing form, cloak and approach him, then fire. If he stays in laser form, try to get behind him before attacking.

ANDROSYNTH GUARDIAN

If he's in laser form, release bubbles at the X-Form to try to get him to change. Once he's in rocket form, switch to comet mode and hit him on the side at the front and if you get it right you should stick to his ship and destroy it almost straight away.

UMGAH DRONE

Run away and use your anti-matter cone as a shield. If he gets close enough to do any damage with the laser, reverse into firing position and let him have it.

VUX INTRUDER

All you can do is try to intercept him with a passing laser shot as he swoops by in rocket form.

ARILOU

URQUAN DREADNOUGHT

Keep moving and fire occasional shots to keep the Arilou at bay. Distract him by launching two fighters.

SPATHI DISCRIMINATOR

Circle the Skiff and try to get in the occasional shot. Don't bother with torpedoes.

VUX INTRUDER

A combination of spores and occasional laser shots should give the Arilou real problems. Try to face him, but if he's moving too fast, just get a shot in as he passes.

ANDROSYNTH GUARDIAN

Fire bubbles until your fuel is running low, then face the Skiff and switch to comet mode to give him a good bashing.

ILWRATH AVENGER

Cloak and dagger tactics pay off here. Cloak straight away and try to keep track of where you are as you follow the Arilou around. When he's least expecting it, get in close and fire.

UMGAH DRONE

Try to face the Skiff and keep your anti-matter cone up to deflect his shots. When he moves around behind you, zip backwards to get him in front of you again.

MYCON PODSHIP

This is very tricky, especially if your opponent has read the tips on the previous page. Your best bet is to speed up and try to hit the Arilou as he passes.

SYREEN

URQUAN DREADNOUGHT

Three shots will destroy the Penetrator, so keep still and fire as it approaches. Fighters are not needed.

SPATHI DISCRIMINATOR

Keep out of range of the Syreen's song, ie off the short range scanner, and use a combination of cannon fire and BUTT torpedoes to finish her off.

MYCON PODSHIP

Speed away from the Syreen, then turn to face her and fire. Don't let yourself slow down too much or she'll catch up and do away with your crew.

VUX INTRUDER

A combination of spores and laser fire should keep the Syreen at bay. As soon as a couple of spores have struck home, start churning them out until she's covered, then torch her with your laser.

ANDROSYNTH GUARDIAN

Bubble and run. If the Syreen starts closing in, switch to comet form and ram her until she's dead.

UMGAH DRONE

Keep still and attack only when the Syreen tries to steal your crew.

EARTHLING

URQUAN DREADNOUGHT

Don't launch fighters, because he can pick them off with his point defense lasers. Instead chase him and just blow him to bits with your cannon.

ANDROSYNTH GUARDIAN

Again, the Earthlings' point defense lasers can zap the bubbles before they do any damage, so go to comet mode and ram him.

ILWRATH AVENGER

Use the cloak and his missiles will be useless. Get close up and then burn his bot.

UMGAH DRONE

The missiles won't be able to get through your anti-matter cone, so let him launch both his missiles, destroy them, then reverse up close to the Cruiser and zap away.

SPATHI DISCRIMINATOR

Get close up and use your cannon rather than torpedoes (he can shoot those down). Dodge like crazy to avoid his MX surplus missiles.

MYCON PODSHIP

Your weapon will destroy his missiles, so take the advantage by getting close in and firing.

ILWRATH AVENGER

Activate the cloak and attack only when the Syreen approaches. If she should remove your crew, it shouldn't be too much trouble to retrieve them.

VUX INTRUDER

Swing around a planet to pick up speed and close in, then use your laser.

SHOFIXTI

UMGAH DRONE

Move at top speed in a circular pattern and just use your anti-matter cone to obliterate him.

MYCON PODSHIP

Just move away and fire. One hit should do it.

SPATHI DISCRIMINATOR

Circle and use both weapons, but don't get too close because he has plenty of opportunity to use the glory device.

VUX INTRUDER

Use spores to keep the Shofixti from getting too close. When he's completely smothered, finish him with the laser. You can expect a suicide attempt, so don't get too close.

ANDROSYNTH GUARDIAN

Avoid using the comet, especially if your crew is low or a glory device blast could finish you off. Keep those bubbles blowing!

ILWRATH AVENGER

The short range of the Ilwrath's flame weapon means you have to get in closer than is really safe. Get in there quick, roast his ass and run for it and you should be okay.

MYCON PODSHIP

This is very tricky, especially if your opponent has read the tips on the previous page. Your best bet is to speed up and try to hit the Arilou as he passes.

UMGAH DRONE

Same as the Ilwrath really. Speed in towards the Shofixti and zap away his crew before he can self-destruct.

help!

HELPLINE

Stuck? Trapped? Stranded? Tense, nervous headache? Take a dose of Helpline, the top-quality reader's aid service for those Megadrive players who have come to the end of their tether with their favourite games. Send in your Megadrive problems to Helpline, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU, and if our panel of 'experts' can help you out, they sure as Hell will.

DOES ANYONE KNOW ANY CHEATS FOR THIS GAME?

IS THERE A WINTER STAGE ON SONIC?

MARVEL LAND PASSWORD AHOY!

WHEN YOU'VE WALLOPED THE BAD GUYS, INSET THE KEYS IN THE RIGHT ORDER.

castle of illusion

Are there any cheats for Castle Of Illusion on the Megadrive?
Shaun Pepper, Enfield

Sorry Shaun, unless someone can prove us wrong, there are no cheats. If you stated where you were stuck we probably would have been able to help.

sonic the hedghog

I own the Sonic The Hedgehog and I've been told that there's a secret level apart from the special stage. On this level, so I'm told, it's supposed to be winter and there are loads of bonus points to be had. Do you have any knowledge of this level? If so, please enlighten me.
Joe Hollingsworth, Swinton

Winter stage? We think you've been well and truly had on that one, because as far as we know it doesn't exist. If anyone out there in reader-land knows something we don't, write in and tell us.

marvel land

Help! I'm having loads of problems with Marvel Land. I totally stuck on the third level. Can you please print a cheat that will let me get past it and see the later stages?
Robert Simms, Rochester

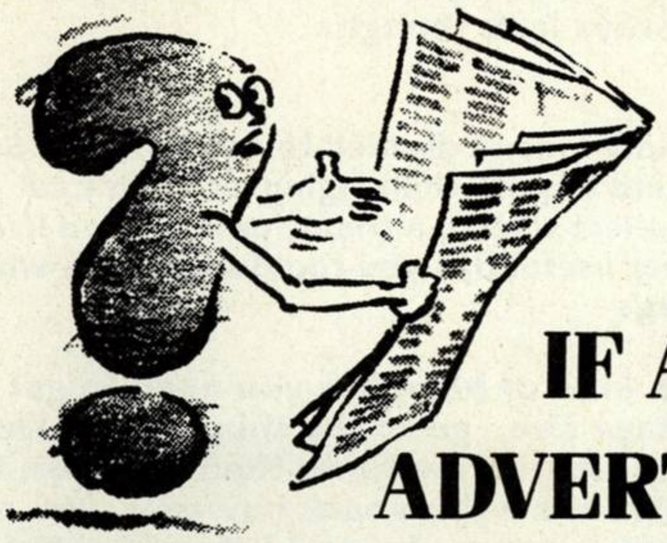
Easy peasy, Robert. Just enter TRIDENT as the password (or THRIDENT if you're playing on the most difficult setting) and you can choose to start on any of the game's levels.

spiderman

I've had Spiderman for over a month now and I still can't complete level eight. Every time I kill off the villains I go over to the bomb and use the keys, but seemingly run out of time. Please print a solution to my problem because I'm running out of hair to pull.
Jim Hughs, Dover.

You're lack of time probably comes from you not entering the keys in the right order. If you look carefully at the dome you'll see that it strobes between two colours, black and the colour of the key you have to insert.

continued...



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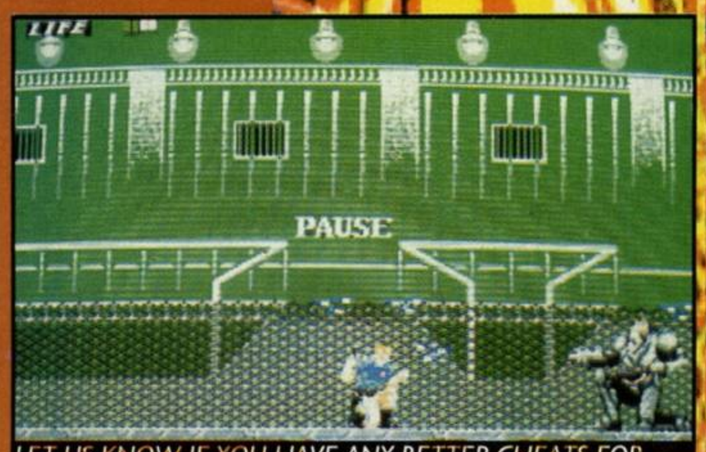
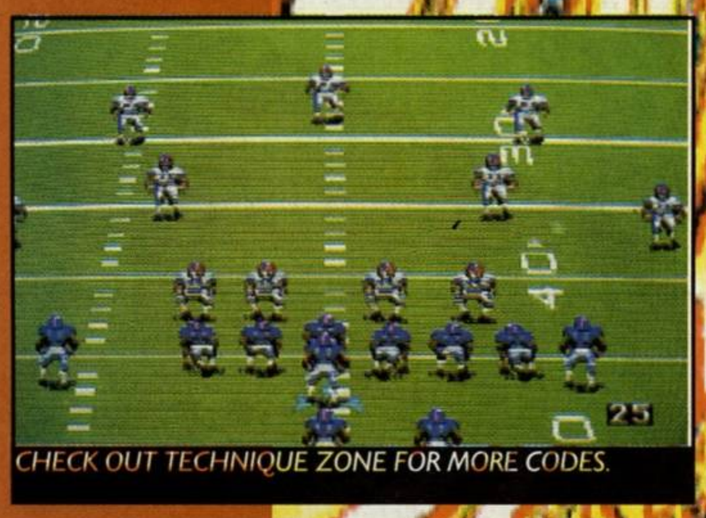
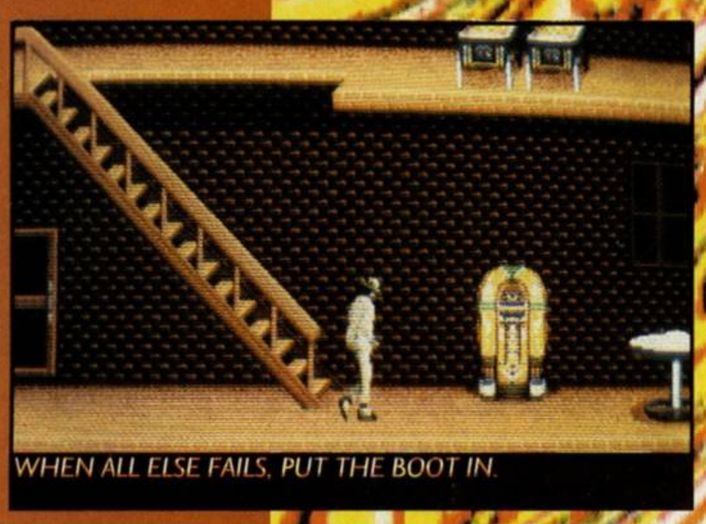


LET US KNOW IF YOU HAVE ANY BETTER CHEATS FOR THIS GAME.


CHECK OUT TECHNIQUE ZONE FOR MORE CODES.

CHECK THE MANUAL FOR MORE DETAILS.


WHEN ALL ELSE FAILS, PUT THE BOOT IN.

TIGHT CONERING WILL SEE YOU THROUGH.

SKIP IT WITH A LEVEL SELECT.

After you've inserted a correct key you have to wait a few seconds before the dome lets you know what key to use next. The white one is always last, though.

eswat

After reading your game index I decided to buy ESWAT. Being a complete novice I found it quite challenging, so I can't get past level four. Is there a level select screen, a cheat for unlimited lives or continues, or any other useful tips you could supply me with?
John Cooper, Wantage

Well, we can can kind of help, but you need to get past level four. On stage five, go to the thing that looks like a ladder, press left and right a few times then go down to become invincible. There's a drawback however, you can't get out again. Cheat number two only works if you've finished the game. When it's returned to the title screen, press left-down on the control pad while holding A, B and C. Tap start a few times and you get a level select screen.

john madden '92

I have just bought John Madden '92 and I think it's brilliant. I usually play against a friend, but on the one player game it takes ages to get through the playoffs to the Superbowl. Do you have any codes that will get me and the Washington Redskins (my favourite team), and are there any cheats that will help me win the match.
Ronan Hodge

How about a repeat performance of this year's Super Bowl? Enter the code as BOB1V9P5 and you'll be in Super Bowl as Washington against the Bills. Or, if you're a Buffalo fan, enter DCWKR3TT. Thanks to Jim Breach from Hatfield for those codes.

super monaco GP

Can you tell me how to set up a password on Super Monaco GP? I know how to put in a password, but I don't understand how to generate one when I leave the game. So all I get when I put a password in is an error message.
K Hawk, Exeter

The password option appears after every race in the World Championship mode. Just select it and you should get the password which gets you back to that position.

moonwalker

How to you defeat the bad guys at the end of Woods two? I have tried throwing the hat but it doesn't seem to work. Also, are there any infinite lives cheats of level skips?
Kevin Byers, Haddington

Have you tried just kicking them? Magic doesn't work on them, so Jacko has to resort to more traditional methods. As for a level select, go to the screen with the 1-up business on it, then push up-left on joypad one while holding down A and Start on pad two. Now press start on pad one, you should find yourself looking at a level select screen.

super thunder blade

I can't get past level two on Super Thunder Blade. Are there any cheats or tips that you could print?
Adam Whalley

If you put the game in hard mode and steer your 'copter into the top-right of the screen, nothing can kill you. This only works on levels one, two and three though.

space harrier 2

Do you have any cheats for Space Harrier 2? I can't get very far and could really do with a level skip or infinite lives cheat.
Peter Wood, Hull

As you probably know, pressing the A button on the title screen brings up an options screen. When the game starts you can activate a level select mode by pushing left and right to select the starting stage.

darius 2

Are there any cheats for this game? I can get to the fourth level, but the guardian beats me every time.
Tony Amato, Manchester

Ready for these? For invincibility press A, B, A, C, B, C, C, B, C, A, B and A really quickly on the title screen. To set the game so you only fight the guardians press C twelve times. Finally press C, A, C, B, C, A, B, A, B, C, A and C on the title screen to activate the level select mode.

revenge of shinobi

I have just purchased Revenge Of Shinobi, and after reading the instruction book I noticed that under the head Tairo (preparing the body) you can choose the screen you want to start on by pressing start on the title screen. This doesn't seem to work though.

Do you have any cheats that could help me instead?
John Smith, Tewkesbury

Right, we can't help you with the level skip, but if you go to the options screen and set your shurikens to zero then wait for a while, an infinity symbol should appear and you'll have unlimited throwing knives.

batman

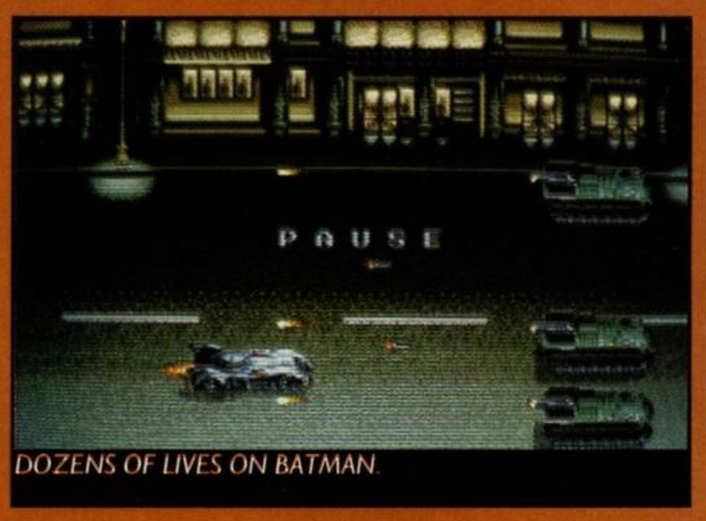
I recently purchased the Genesis version of the underrated (in my opinion) Batman, and was shocked to discover that the music plays much faster than my friend's Japanese version. Have I got a faulty cart or are Sunsoft playing silly buggers?

Anyway, in issue one you asked if anyone had any cheats for this game, well, it's possible to stock up on lives and batarangs by going back to previously collected icons. For example, on the Flugelheim Museum level, grab the life-up icon and then hop on to the lift and go halfway up. Now go back down again and you'll find the life-up icon has reappeared.
Paul Oliver, West Ham

Thanks for helping Michael Balzary out, Paul. Incidentally, the difference in speed is a bit of a mystery because that's usually down to differences between foreign and British Megadrives, not foreign and British cartridges. The only explanation we can think of is that you must have an imported Megadrive while your mate has an official British one.

HOWZ ABOUT THAT THEN! INVINCIBILITY AND A LEVEL SELECT.

DOES ANYONE HAVE A LEVEL SKIP CHEAT?



DOZENS OF LIVES ON BATMAN.

hail the helpline heroes!

Our first two Helpline Heroes are here. Paul and Asif have completed these games and are willing to help out anyone stranded in them free of charge! If you'd like to enlist the help of these fine gamers, send your query direct to them remembering to enclose a a stamped, self-addressed envelope for the reply.

If you want to join Paul and Asif in the hallowed halls of the Helpline Heroes, send your name, address and a list of the games you can offer help with to HELPLINE HEROES, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Streets of Rage, Castle of Illusion, Fantasia, Quackshot, F-22 Interceptor, The Immortal, EA Ice Hockey, John Madden Football, John Madden '92, Mercs, Road Rash, Battle Squadron, Sonic The Hedgehog, Afterburner II, Wrestle War, Alien Storm and Super Monaco GP.
PAUL BARRETT, 71 WOODRUSH CRESCENT, LOCKSHEATH, SOUTHAMPTON, HAMPSHIRE, SO3 6UP

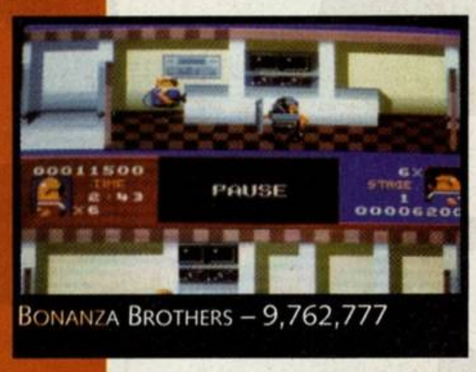
Darius 2, Shadow Dancer, Revenge of Shinobi, Valis III, Thunderforce II, Hellfire, Moonwalker, Forgotten Worlds, Alien Storm, Arrow Flash, Fire Mustang, Strider, Truxton, Heavy Unit, Gynoug, Altered Beast, Fantasia, Mickey Mouse, Quackshot, Dynamite Duke, Assault Suit Leynos, Wonderboy III, Kageki, Streets of Rage, EA Hockey, World Cup Italia '90, John Madden Football, Battle Squadron, OutRun, Verytex, Atomic Robo Kid, Curse, Insector X, Last Battle, Sword of Sodan, Sonic the Hedgehog, E-SWAT, Budokan, Ghouls 'n' Ghosts, Street Smart.
ASIF AKHTAR, 179 QUEENS ROAD, WIMBLEDON, LONDON, SW19 8NX

HYPERPLAYERS

If you want the kind of recognition that's worth more than an entry in Who's Who, you've got to be able to produce a feat of such games playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on a sperate sheet of paper to: HYPERPLAYERS, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we've played just about every Megadrive game around, so we know exactly what kind of scores are possible.

ALIEN STORM – 100 (SUPREME RULER)



BONANZA BROTHERS – 9,762,777

BUDOKAN – COMPLETED ON ONE LIFE.

DESERT STRIKE – 2,480,000

FLICKY – 1,200,500

GRANADA X – 23,563,545

KLAX – 7,776,474

MERCS – 745,500

HYPER PLAYERS

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALTERED BEAST
3,742,900
Steven Burge, Fakenham

BARE KNUCKLE
999,950
Carl Bown, Bournemouth

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

BUDOKAN
Finished on one life
Jim Graham, Stevenage

COLUMNS
52,064,674
James Sturgeon, Stoke

DARIUS 2
6,449,750
David Wheeler, Caerphili

DECAP ATTACK
Completed with six lives left
Dan Towes, Gillingham

DESERT STRIKE
2,480,000
Julian Rignall, Megatech

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280 (no credits used)
Bob Payne, West Bromwich

DOUBLE DRAGON 2
51,280 (no credits used)
Bob Payne, West Bromwich

EA ICE HOCKEY
47-1 (USSR v USA)
Jonathon Vince, Saffron Walden

EARNEST EVANS
1,480,050
David Wheeler, Caerphili

ESWAT
190,100
Calum Craig, Ayr

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow

FATAL REWIND
42,200
Danny Kenmure, Edinburgh

FLICKY
1,200,500
Rob Welsh, London

970,00
Julian Rignall, Megatech

FORGOTTEN WORLDS
1,845,200
Rober Golden, Lymington

GAIARES
1,502,384
Robert Wood, Cleveland

GAIN GROUND
116, 564
Glenn Squibb, Wroxall

GHOSTBUSTERS
15,639,000
Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS
912,300
Daniel Sullivan, Coventry

GOLDEN AXE
645.5
Jonathon Vince, Saffron Walden

GRANDA X
23,563,545
Carl Bown, Bournemouth

HARD DRIVIN'
127,704
Paul Glancey, Megatech

HEAVY UNIT
192,900
Daniel Creser, Horthampton

HELLFIRE
10,947,090
Asif Akhtar, Wimbledon

JAMES BUSTER DOUGLAS BOXING
4,244,240 (No credits used)
Steve Hillson, Dukinfield

JOHN MADDEN'S FOOTBALL
Minesotta 219 - New England 0 (one hour game)
Edward Dunkley, Exeter

JOHN MADDEN '92
Bufallo 98 - All Madden 17 (one hour game)
Paul Goldsmith, Dunstable

Conceded only three points from round one to final
Sean Lightower, Woodmansey

KLAX
7,776,474 (import version)
Sharon Mitchell, Ealing

1,817,669 (official version)
Glenn Squibb, Wroxall

LAKERS VS CELTICS
Celtics 59 - Lakers 12
Richard Pursey, Ilford

MARBLE MADNESS
67,610
Paul Glancey, Megatech

MERCS
745,500 (Original mode, no credits used)
Scott Adcock, Birmingham

MICKEY MOUSE
409,300
Sharon Mitchell, Ealing

MOONWALKER
464,970
Paul Meldrum, North Shields
NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OUTRUN
12,714,480 (Hyper with no credits used)
Tom Draycott, Bushey

PGA TOUR GOLF
240 strokes (Best 72)
Simon Bond, Stoke-on-Trent

51 Strokes (Best 18, Sawgrass)
Simon Bond, Stoke-on-Trent

53 Strokes (best 18 West Stadium)
Simon Shone, Heywood

PITFIGHTER
1,638,890 (no credits used)
Bob Payne, West Bromwich

POPULOUS
188,350
Niall Urquhart, Purley

QUACKSHOT
Completed on easy level.
Asif Akhtar, Wimbledon

750,500
Christopher Smith, Cardiff

RAIDEN TRAD
1,611,309
Robert Ingram, Hounslow

RAMBO III
999,999,990
Chad Lewzy, Walthem Cross

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROAD RASH
$66,880
Richard Wakefield, Brandon

ROBOCOD
5,000,900
Lee Read, Crawley

ROLLING THUNDER 2
764,490 (ten men left)
Bob Payne, West Bromwich

SHADOW DANCER
1,075,700
Matthew Paling, Oxford

SONIC THE HEDGEHOG
5,460,098
Stuart Morgan, Kegworth

SPACE HARRIER II
27,283,600
Lee Royle, Reading

SPIDERMAN
Completed with 23 hours, 6 minutes, 8 seconds to spare
Mark Andrews, Broadstairs

STREETS OF RAGE
999,990
Radion Automatic, Mean Machines

STRIDER
195, 800
Paul Barnett, Wonersh Common

SUPER HANG-ON
Expert: 90,892,640
Stuart Morgan, Kegworth

SUPER MONACO GP
5,227 Driver's Points
Stuart Morgan, Kegworth

TASK FORCE HARRIER
765, 000
Neil Brockhouse, Bolton

TETRIS
18,077 (167 lines)
Calum Craig, Ayr

THUNDERFORCE II
2,612,010
Asif Akhtar, Wimbledon

TOE JAM & EARL
1295 (completed with Toe Jam)
Dan Towes, Gillingham

TROUBLE SHOOTER
611,310ULTIMATE TIGER
4,100,000
Robert Ingram, Hounslow

TRUXTON
1,440,630
James Duckworth, Lythem

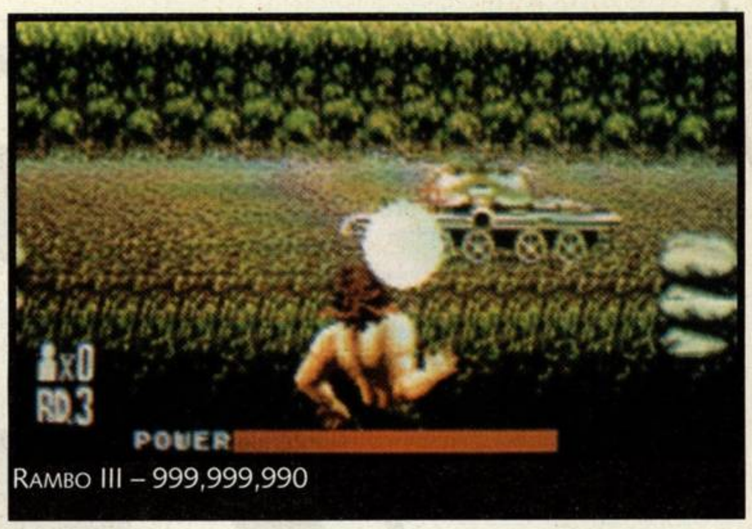
WINTER CHALLENGE
Ski Jump - 102.3m
Paul Glancey, Megatech

Biathlon - 4:48.7
Paul Glancey, Megatech

WORLD CUP 90
15-0 (England v Denmark)
Daniel Adcock, Brimingham

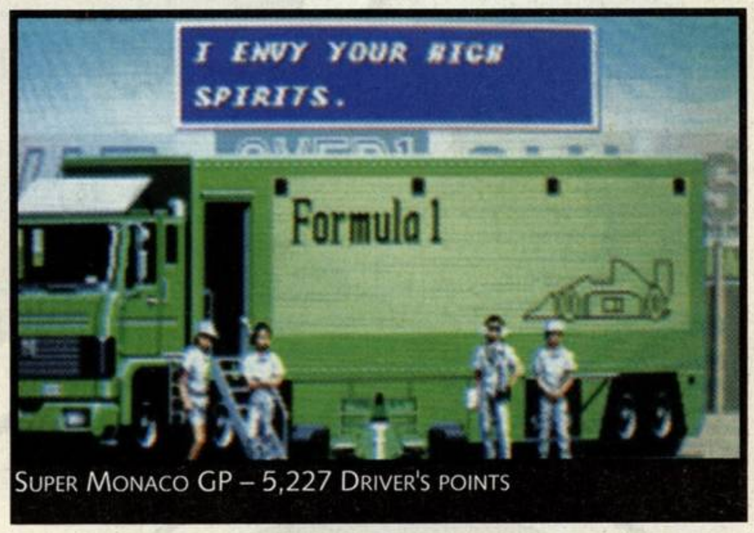
WRESTLE WAR
Completed in 12min 30s
Danny Kenmure, Edinburgh

ZOOM
300,679
Stuart Morgan, Kegworth



RAMBO III – 999,999,990

STREETS OF RAGE – 999,999,990



SUPER MONACO GP – 5,227 DRIVER'S POINTS

NAME.....

ADDRESS.....

.....

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GAME.....

DIFFICULTY SETTING.....

LEVEL.....

SCORE.....

GAME.....

DIFFICULTY SETTING.....

LEVEL.....

SCORE.....

GAME.....

DIFFICULTY SETTING.....

LEVEL.....

SCORE.....

WITNESSED BY:

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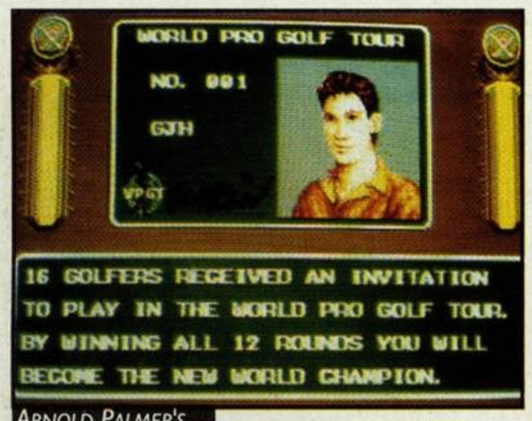
HYPER PLAYERS

GAME INDEX

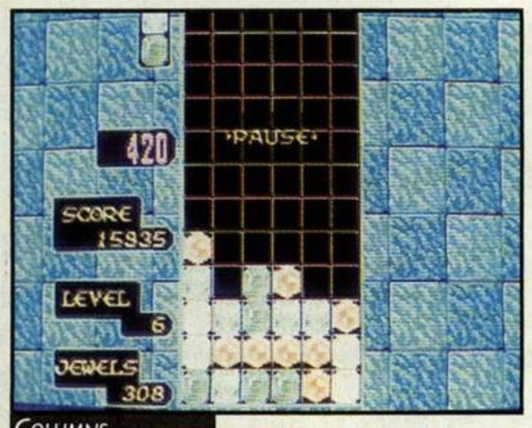
AEROBLASTERS



ARNOLD PALMER'S GOLF

BATTLE SQUADRON

BIMINI RUN



COLUMNS

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"–ho! ho!).
AEROBLASTERS	KENIO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALTERED BEAST	SEGA	£39.99	65	78	73	72	57	67	"Free" with many official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
ARCUS ODYSSEY	RENOVATION/ UBI-SOFT	£44.99	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSUALT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AXIS FZ	WOLF TEAM	IMPORT	84	85	65	86	80	84	A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BIMINI RUN	NAMCOT	IMPORT	64	45	70	61	42	45	A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a couple of sessions it all becomes rather tedious.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONANZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
CRACKDOWN	SEGA	£39.99	81	70	75	78	61	65	Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DARWIN 4081	DATA EAST	IMPORT	78	81	74	77	67	74	A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy. It's fun for a while, but there's nothing new. on offer that puts it ahead of any other Megadrive up-the-screen
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACEY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DINLOAND	WOLF TEAM	IMPORT	60	57	73	55	53	53	A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	94	93	94	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. There's an official version coming soon from Ubi-Soft.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast,there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing gamecompletely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.

CURSE

DESERT STRIKE

DEVIL CRASH

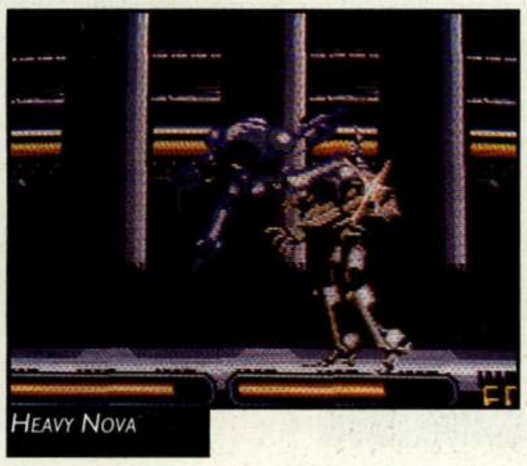
F22 INTERCEPTOR

FANTASIA

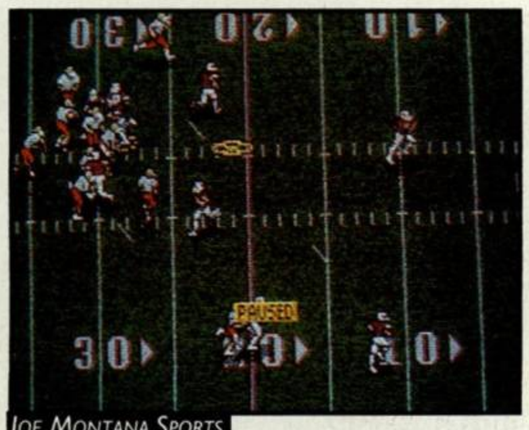
GAME INDEX

FATAL REWIND

GRANADA X


HEAVY NOVA

INSECTOR X



JOE MONTANA SPORTS TALK FOOTBALL

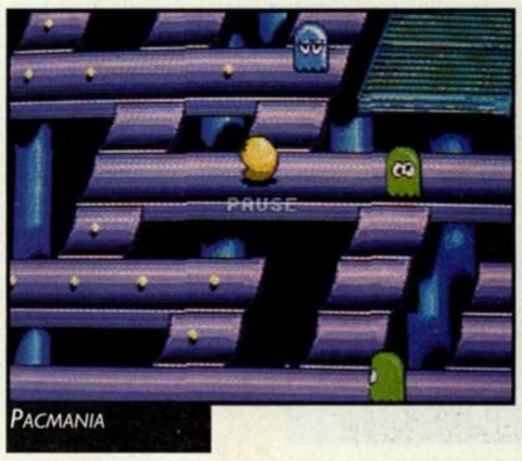
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-one-on Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIRIES	UBI SOFT	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE	SEGA	£34.99	90	91	90	95	91	94	Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. This is one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.
GRANADA X	UBI-SOFT	£39.99	91	74	79	88	87	86	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here.
GYNOUG	MASIYA	IMPORT	83	95	89	93	89	92	Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blaster available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
HARD DRIVIN'	TENGEN	£34.99	845	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	TOAPLAN	IMPORT	85	84	81	93	89	90	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises , especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for thetacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	91	66	83	85	83	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.,
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
KINGS BOUNTY	ELECTRONIC ARTS	£34.99	70	69	45	72	71	71	A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	IMPORT	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appaling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.

KLAX

MERCS

MOONWALKER



PACMANIA

PGA TOUR GOLF

GAME INDEX

QUACKSHOT

ROAD RASH

SPIDERMAN

STAR CONTROL

STREETS OF RAGE

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must by if you own the appropriate machine.
SHINING IN THE DARKNESS	SEGA	£49.99	86	82	80	70	73	72	A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
SOL FEACE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREET SMARK	SEGA	£39.99	75	80	66	68	41	55	A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER MONACO GP	SEGA	£34.99	90	90	78	96	91	94	This incredible race game is a superb conversion of the brilliant coin-op It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

GAME INDEX

GAME NAME	BY...	PRICE	RATINGS % PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	GENERAL COMMENTS
SUPER VOLLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TECHNOCOP	RAZOR SOFT	£39.99	60	66	54	52	43	49	A grotesque drive-and-shoot game which, mystifyingly, won awards in the USA. After driving to crime scenes in a very ropey 3D road bit, you enter bland warehouses packed with criminals who have to be blasted into quivering red heaps. Boring to play and ugly too.
THUNDERFORCE 2	SEGA	£34.99	80	82	88	83	76	81	Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARLS	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TORA TORA TORA	TOAPLAN	IMPORT	75	61	57	67	48	59	This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark), and although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLDAE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WONDER BOY III	SEGA	£39.99	67	71	72	70	38	47	Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
WORLD CUP ITALIA '90	SEGA	£39.99	65	78	71	77	59	64	The one and only soccer game on the Megadrive... but it's not particularly brilliant and is very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

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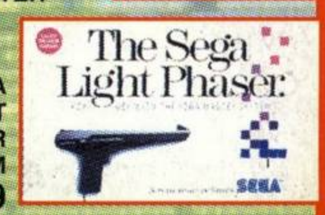

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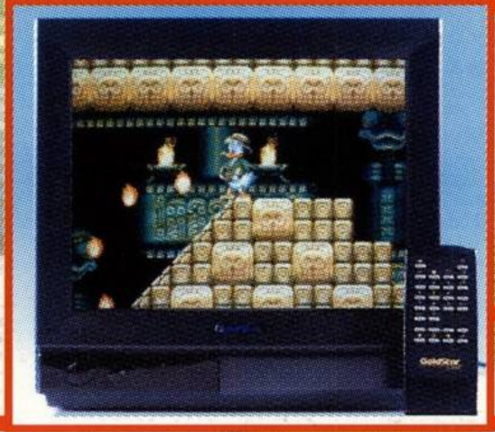

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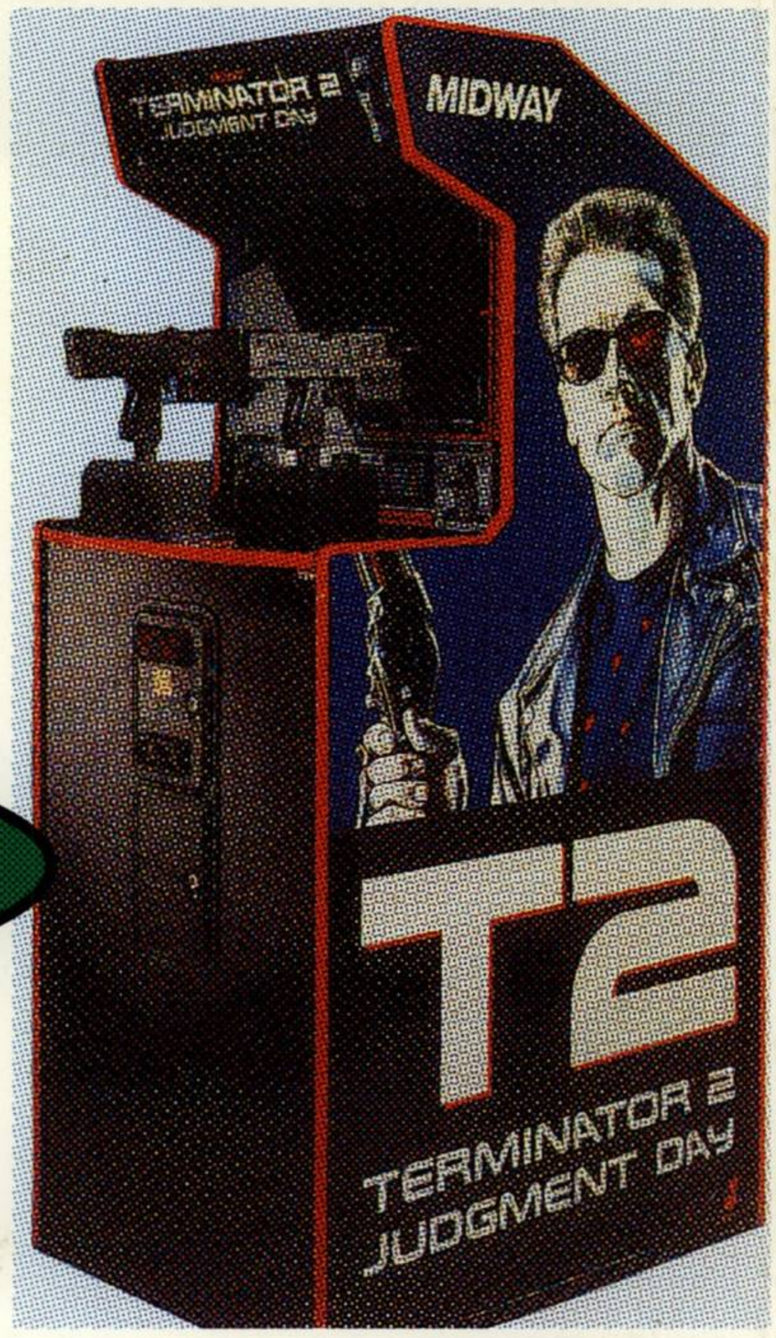

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